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1.3 moment 2.29.1 2.29.1

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1.5 find-up 4.1.0 4.1.0

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1.6 redent 1.0.0 1.0.0

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1.7 junit 4.10

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1.8 jsreport-public-templates 2.2.0 2.2.0

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1.9 tweetnacl 0.14.5 0.14.5

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1.11 is-number-object 1.0.4 1.0.4

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

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

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

Found in path(s):
* /opt/cola/permits/1135840046_1613613019.19/0/asm-5-0-3-sources-7-
jar/org/objectweb/asm/commons/JSRInlinerAdapter.java
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 */

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

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* /opt/cola/permits/1135840046_1613613019.19/0/asm-5-0-3-sources-7-
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* /opt/cola/permits/1135840046_1613613019.19/0/asm-5-0-3-sources-7-jar/org/objectweb/asm/tree/package.html
* /opt/cola/permits/1135840046_1613613019.19/0/asm-5-0-3-sources-7-jar/org/objectweb/asm/signature/package.html
* /opt/cola/permits/1135840046_1613613019.19/0/asm-5-0-3-sources-7-jar/org/objectweb/asm/tree/analysis/package.html
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 */
/**
* Constructs a new [@link Textifier]. <i>Subclasses must not use this
* constructor</i>. Instead, they must use the [@link #Textifier(int)]
* version.
*
* @throws IllegalStateException
*     If a subclass calls this constructor.
* /

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* /
/***
* Constructs a new [@link ClassNode]. <i>Subclasses must not use this
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* version.
* 
* @throws IllegalStateException
*     If a subclass calls this constructor.
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* /opt/cola/permits/1135840046_1613613019.19/0/asm-5-0-3-sources-7-
  jar/org/objectweb/asm/tree/analysis/Value.java
* /opt/cola/permits/1135840046_1613613019.19/0/asm-5-0-3-sources-7-
  jar/org/objectweb/asm/Label.java
* /opt/cola/permits/1135840046_1613613019.19/0/asm-5-0-3-sources-7-
  jar/org/objectweb/asm/Item.java
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  jar/org/objectweb/asm/commons/StaticInitMerger.java
* /opt/cola/permits/1135840046_1613613019.19/0/asm-5-0-3-sources-7-
  jar/org/objectweb/asm/optimizer/MethodConstantsCollector.java
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  jar/org/objectweb/asm/AnnotationVisitor.java
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  jar/org/objectweb/asm/tree/analysis/Frame.java
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  jar/org/objectweb/asm/MethodVisitor.java
* /opt/cola/permits/1135840046_1613613019.19/0/asm-5-0-3-sources-7-
  jar/org/objectweb/asm/tree/analysis/BasicValue.java
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  jar/org/objectweb/asm/commons/Remapper.java
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  jar/org/objectweb/asm/tree/VarInsnNode.java
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  jar/org/objectweb/asm/commons/LocalVariablesSorter.java
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  jar/org/objectweb/asm/tree/AnnotationNode.java
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  jar/org/objectweb/asm/tree/TypeInsnNode.java
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  jar/org/objectweb/asm/commons/Method.java
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  jar/org/objectweb/asm/tree/MethodNode.java
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* /opt/cola/permits/1135840046_1613613019.19/0/asm-5-0-3-sources-7-jar/org/objectweb/asm/tree/analysis/SimpleVerifier.java
* /opt/cola/permits/1135840046_1613613019.19/0/asm-5-0-3-sources-7-jar/org/objectweb/asm/tree/analysis/SourceValue.java
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* /opt/cola/permits/1135840046_1613613019.19/0/asm-5-0-3-sources-7-jar/org/objectweb/asm/Type.java
* /opt/cola/permits/1135840046_1613613019.19/0/asm-5-0-3-sources-7-jar/org/objectweb/asm/TreeList.java
* /opt/cola/permits/1135840046_1613613019.19/0/asm-5-0-3-sources-7-jar/org/objectweb/asm/optimizer/MethodOptimizer.java
* /opt/cola/permits/1135840046_1613613019.19/0/asm-5-0-3-sources-7-jar/org/objectweb/asm/tree/linInsnNode.java
* /opt/cola/permits/1135840046_1613613019.19/0/asm-5-0-3-sources-7-jar/org/objectweb/asm/util/CheckClassAdapter.java
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* /opt/cola/permits/1135840046_1613613019.19/0/asm-5-0-3-sources-7-jar/org/objectweb/asm/util/TraceSignatureVisitor.java
* /opt/cola/permits/1135840046_1613613019.19/0/asm-5-0-3-sources-7-jar/org/objectweb/asm/AnnotationWriter.java
* /opt/cola/permits/1135840046_1613613019.19/0/asm-5-0-3-sources-7-jar/org/objectweb/asm/util/TraceClassVisitor.java
* /opt/cola/permits/1135840046_1613613019.19/0/asm-5-0-3-sources-7-jar/org/objectweb/asm/util/CheckAnnotationAdapter.java
* /opt/cola/permits/1135840046_1613613019.19/0/asm-5-0-3-sources-7-jar/org/objectweb/asm/commons/SimpleRemapper.java
* /opt/cola/permits/1135840046_1613613019.19/0/asm-5-0-3-sources-7-jar/org/objectweb/asm/tree/TypeAnnotationNode.java
* /opt/cola/permits/1135840046_1613613019.19/0/asm-5-0-3-sources-7-jar/org/objectweb/asm/optimizer/ConstantPool.java
* /opt/cola/permits/1135840046_1613613019.19/0/asm-5-0-3-sources-7-jar/org/objectweb/asm/commons/TableSwitchGenerator.java
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* /opt/cola/permits/1135840046_1613613019.19/0/asm-5-0-3-sources-7-jar/org/objectweb/asm/optimizer/shrink-writer.properties
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1.14 babel-preset-stage-2 6.24.1 6.24.1

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1.18 node-extend 2.0.2 2.0.2

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1.20 jetty-security 9.4.17.v20190418

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

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

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

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

Oracle OpenJDK

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

* java.sun.security.ssl

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

OW2

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

Apache

The following artifacts are ASL2 licensed.

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

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

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

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

------

Mortbay

The following artifacts are CDDL + GPLv2 with classpath exception.

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

org.eclipse.jetty.toolchain:jetty-schemas

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Assorted

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1.21 diff2html 2.5.0 2.5.0

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1.22 html-to-xlsx 2.0.3 2.0.3
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1.23 agent-base 4.3.0 4.3.0
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1.24 jsreport-studio-theme-dark 0.3.0 0.3.0

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1.25 vinyl 0.5.3 0.5.3

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1.26 component-emitter 1.1.2 1.1.2

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1.27 spdx-license-ids 3.0.7 3.0.7

1.27.1 Available under license:

    root = true

    [*]
    charset = utf-8
    end_of_line = lf
    indent_style = tab
    tab_width = 2
    insert_final_newline = true
    trim_trailing_whitespace = true

    [*.{md,yml}]
    indent_style = space

    [*md]
    trim_trailing_whitespace = false

---

name: Node.js CI

on: [push]

jobs:

test:
    runs-on: ubuntu-latest
    steps:
        - uses: actions/checkout@v2
        - uses: actions/setup-node@v1
        - run: npm ci
        - run: npm test

* text=auto

# spdx-license-ids


A list of [SPDX license](https://spdx.org/licenses/) identifiers

## Installation

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

```bash
npm install spdx-license-ids
```
## Node.js API

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

Type: `string[]`

All license IDs except for the currently deprecated ones.

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

ids.includes('BSD-3-Clause'); //=> true
ids.includes('CC-BY-1.0'); //=> true
ids.includes('GPL-3.0'); //=> false
```

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

Type: `string[]`

Deprecated license IDs.

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

deprecatedIds.includes('BSD-3-Clause'); //=> false
deprecatedIds.includes('CC-BY-1.0'); //=> false
deprecatedIds.includes('GPL-3.0'); //=> true
```

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---

name: 'Check Latest SPDX License List'
on:
  workflow_dispatch:
    inputs: {}
schedule:
  - cron: '0 0 */7 * *'
jobs:
  check:
1.28 des.js 1.0.1 1.0.1

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1.29 deep-is 0.1.4 0.1.4
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1.31 wordwrap 0.0.2 0.0.2

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1.32 strip-bom-buf 2.0.0 2.0.0

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1.33 okio 1.13.0

1.34 call-bind 1.0.2 1.0.2

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1.37 assert-plus 0.2.0 0.2.0

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1.38 natty 0.13

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1.41 color 0.11.4 0.11.4

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1.42 ansi-regex 4.1.0 4.1.0

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1.43 rimraf 2.6.3 2.6.3
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1.46 fs-constants 1.0.0 1.0.0

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* /opt/ws_local/PERMITS_SQL/1023155050_1594208189.17/0/babel-preset-jest-22-4-4-tgz/package/index.js

1.48 signal-exit 3.0.4 3.0.4
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1.50 lcid 2.0.0 2.0.0

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# trim

Trims string whitespace.

## Installation

```
$ npm install trim
$ component install component/trim
```

## API

- `[trim(str)](#trimstr)`
- `[.left(str)](#leftstr)`
- `[.right(str)](#rightstr)`

```js
trim('  foo bar  ').should.equal('foo bar');
trim('


foo bar


').should.equal('foo bar');
```

```js
trim.left('  foo bar  ').should.equal('foo bar  ');
```

```js
trim.right('  foo bar  ').should.equal('  foo bar');
```
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* /opt/ws_local/PERMITS_SQL/1022442509_1591389383.59/0/trim-0-0-1-tgz/package/Readme.md

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1.55 regjsparsers 0.1.5 0.1.5

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1.56 identity-obj-proxy 3.0.0 3.0.0

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1.61 libxml 2.9.3+dfsg1 1ubuntu0.7

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1.65 esquery 1.4.0 1.4.0

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1.66 string_decoder 1.3.0 1.3.0

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1.69 lower-case 1.1.4 1.1.4

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The document contains a list of files and directories from an Amazon Web Services (AWS) project. The files are located in a specific directory structure within a project named `aws-java-sdk-kms-1-11-704-sources.jar`. The files listed include:

- `com/amazonaws/services/kms/model/transform/KeyListEntryJsonUnmarshaller.java`
- `com/amazonaws/services/kms/model/GetKeyPolicyRequest.java`
- `com/amazonaws/services/kms/model/transform/ListAliasesRequestMarshaller.java`
- `com/amazonaws/services/kms/model/transform/DeleteImportedKeyMaterialRequestMarshaller.java`
- `com/amazonaws/services/kms/model/transform/VerifyResultJsonUnmarshaller.java`
- `com/amazonaws/services/kms/model/DeleteCustomKeyStoreResult.java`
- `com/amazonaws/services/kms/model/transform/ListResourceTagsRequestProtocolMarshaller.java`
- `com/amazonaws/services/kms/model/transform/CreateCustomKeyStoreRequestMarshaller.java`
- `com/amazonaws/services/kms/model/transform/CreateKeyResultJsonUnmarshaller.java`
- `com/amazonaws/services/kms/model/transform/CreateCustomKeyStoreRequestMarshaller.java`
- `com/amazonaws/services/kms/model/transform/CreateKeyResultJsonUnmarshaller.java`
- `com/amazonaws/services/kms/model/transform/GenerateDataKeyPairRequest.java`
- `com/amazonaws/services/kms/model/transform/ListGrantsRequest.java`
- `com/amazonaws/services/kms/model/transform/CreateAliasRequestProtocolMarshaller.java`
- `com/amazonaws/services/kms/model/transform/DisableKeyRequestMarshaller.java`
- `com/amazonaws/services/kms/model/transform/ListKeysRequestProtocolMarshaller.java`
- `com/amazonaws/services/kms/model/transform/CustomKeyStoreHasCMKSExceptionUnmarshaller.java`
- `com/amazonaws/services/kms/model/transform/GrantConstraintsMarshaller.java`

These files are part of the AWS KMS (Key Management Service) client library, which is used in the DNAC (DNA Center) platform.
1.77 doctrine 1.5.0

1.77.1 Available under license:

Doctrine
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1.78 kind-of 4.0.0 4.0.0

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1.79 normalize-selector 0.2.0 0.2.0

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Normalize CSS selectors.

Examples:

* `#foo > .bar` -> `#foo > .bar`
## Tests

Run mocha tests on node.js with:

```sh
test npm test
```

or:

```sh
node ./test/mocha/node-suite.js
```

## rawgithub

View the browser suite directly on [rawgithub](https://rawgithub.com/getify/normalize-selector/master/test/mocha/browser-suite.html)

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1.80 source-map-support 0.5.20 0.5.20

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1.123 whatwg-mimetype 2.3.0 2.3.0

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1.124 babel-register 6.26.0 6.26.0

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1.125 wtf-8 1.0.0 1.0.0

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Mesa 3-D graphics library
Version: 7.0

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1.131 javaparser-core 3.18.0

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1.139 babel-plugin-istanbul 4.1.6 4.1.6

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1.140 react-transform-catch-errors 1.0.2 1.0.2

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1.143 require_optional 1.0.1 1.0.1

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1.147 randombytes 2.1.0 2.1.0

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1.148 lowercase-keys 2.0.0 2.0.0

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1.164 cli-cursor 1.0.2 1.0.2

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1.166 jackson-dataformat-yaml 2.4.2
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* org.eclipse.jetty.orbit:org.eclipse.jdt.core

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

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

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Oracle

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

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

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Oracle OpenJDK

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

* java.sun.security.ssl

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

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OW2

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

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

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Apache

The following artifacts are ASL2 licensed.

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

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

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

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1.170 google-discovery-to-swagger 2.1.0 2.1.0

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1.171 libpng 1.2.54 1ubuntu1.1

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1.184 loader-utils 1.0.4 1.0.4
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1.185 aspect-j 1.8.13

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### 1.187 object.assign 4.1.0 4.1.0

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1.188 tsconfig-paths 3.11.0 3.11.0

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1.189 regenerator-runtime 0.11.1 0.11.1

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1.198 babel-preset-es2015 6.24.1 6.24.1

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 */

package io.swagger.annotations;

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

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

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

/**
 * The name of the license.
 * 
 * @return the name of the license
 */
String name();
/**
 * An optional URL for the license.
 *
 * @return an optional URL for the license.
 */

String url() default "";
}

1.216 install 0.12.2 0.12.2
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1.219 jnr-netdb 1.1.6

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1.237 type-detect 4.0.8 4.0.8

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1.238 zlib 1.2.1

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

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

1.239 stack-utils 1.0.5 1.0.5
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1.240 async 2.6.0 2.6.0

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1.241 babel-plugin-transform-function-bind

6.22.0 6.22.0

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1.242 read-pkg 2.0.0 2.0.0

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1.243 netty 4.1.46.Final

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1.252 jetty-webapp 9.3.27.v20190418

1.253 hoist-non-react-statics 3.3.2 3.3.2

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1.266 ajv 4.11.8 4.11.8

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1.267 gaze 1.1.3 1.1.3

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1.268 ms 2.1.3 2.1.3

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1.278 websocket-common 9.3.27.v20190418

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1.293 globby 9.2.0 9.2.0

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1.294 yargs-parser 8.1.0 8.1.0

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1.295 fsevents 2.3.2 2.3.2

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1.298 fbemitter 3.0.0 3.0.0

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# Jackson JSON processor

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

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1.335 normalize-url 4.5.1 4.5.1

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1.336 akka-actor 2.5.29

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* /opt/cola/permits/1136699534_1613864528.09/0/akka-actor-2-11-2-5-29-sources-1-
  jar/akka/dispatch/forkjoin/ForkJoinPool.java
* /opt/cola/permits/1136699534_1613864528.09/0/akka-actor-2-11-2-5-29-sources-1-
  jar/akka/dispatch/forkjoin/RecursiveTask.java
* /opt/cola/permits/1136699534_1613864528.09/0/akka-actor-2-11-2-5-29-sources-1-
  jar/akka/dispatch/forkjoin/package-info.java
* /opt/cola/permits/1136699534_1613864528.09/0/akka-actor-2-11-2-5-29-sources-1-
  jar/akka/dispatch/forkjoin/TransferQueue.java
* /opt/cola/permits/1136699534_1613864528.09/0/akka-actor-2-11-2-5-29-sources-1-
  jar/akka/dispatch/forkjoin/LinkedTransferQueue.java
* /opt/cola/permits/1136699534_1613864528.09/0/akka-actor-2-11-2-5-29-sources-1-
  jar/akka/dispatch/forkjoin/RecursiveAction.java
1.337 tr46 1.0.1 1.0.1

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1.338 ansi-wrap 0.1.0 0.1.0

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1.340 request-local 1.0.5 1.0.5
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1.341 source-map 0.4.4 0.4.4

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1.342 array-includes 3.1.3 3.1.3

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/ /opt/ws_local/PERMITS_SQL/1023155143_1594207917.53/0/jest-environment-node-22-4-3-tgz/package/build/index.js

1.344 checker-compat-qual 2.5.5

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1.345 babel-plugin-syntax-dynamic-import
6.18.0 6.18.0
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1.346 base64id 2.0.0 2.0.0

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1.347 static-eval 2.0.2 2.0.2
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1.348 url 0.11.0 0.11.0

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1.349 yaml 1.10.2 1.10.2

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1.350 is-regex 1.1.4 1.1.4

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1.351 cacheable-request 6.1.0 6.1.0
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1.352 babel-plugin-syntax-do-expressions
6.13.0 6.13.0

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1.353 indent-string 4.0.0 4.0.0

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1.354 deepmerge 2.1.0 2.1.0

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1.358 sort-keys 1.1.2 1.1.2

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1.359 nodemon 2.0.13 2.0.13

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* /opt/ws_local/PERMITS_SQL/1023155163_1594208076.78/0/jest-mock-22-4-3-tgz/package/build/index.js

1.361 pango 1.38.1-1

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1.370 react-transform-hmr 1.0.4 1.0.4

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1.376 ajv-keywords 3.5.2 3.5.2

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1.377 acorn-jsx 2.0.1 2.0.1

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1.380 babel-helper-builder-react-jsx 6.26.0

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Found in path(s):
* /opt/ws_local/PERMITS_SQL/1023154972_1594208234.63/0/jest-matcher-utils-22-4-3-tgz/package/build/index.js
```

1.399 lodash-es 4.17.21 4.17.21

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1.400 react-is 16.13.1 16.13.1

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1.402 escodegen 1.8.1 1.8.1
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1.404 image-size 0.7.4 0.7.4

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1.405 timed-out 4.0.1 4.0.1

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1.407 @babel/traverse 7.15.4 7.15.4

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1.408 cassandra-driver-core 3.2.0
1.409 number-is-nan 1.0.1 1.0.1

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1.410 external-editor 3.1.0 3.1.0

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1.411 socket.io-parser 3.4.1 3.4.1

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

Oracle OpenJDK

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* java.sun.security.ssl

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

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

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

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

org.eclipse.jetty.toolchain:jetty-schemas

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1.417 should-type-adaptors 1.1.0 1.1.0

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1.418 shelljs 0.8.4 0.8.4

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1.421 xpp 1.1.4c

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1.422 fast-csv 3.7.0 3.7.0

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1.423 css-what 2.1.3 2.1.3

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1.426 buffer 5.7.1 5.7.1

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1.430 babel-plugin-syntax-async-generators

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* /opt/ws_local/PERMITS_SQL/1072871266_1595214869.21/0/netty-codec-4-1-42-final-sources-1-
jar/io/netty/handler/codec/marshalling/CompatibleMarshallingEncoder.java
* /opt/ws_local/PERMITS_SQL/1072871266_1595214869.21/0/netty-codec-4-1-42-final-sources-1-
jar/io/netty/handler/codec/compression/Snappy.java
* /opt/ws_local/PERMITS_SQL/1072871266_1595214869.21/0/netty-codec-4-1-42-final-sources-1-
jar/io/netty/handler/codec/TooLongFrameException.java
* /opt/ws_local/PERMITS_SQL/1072871266_1595214869.21/0/netty-codec-4-1-42-final-sources-1-
jar/io/netty/handler/codec/compression/ChannelBufferByteInput.java
* /opt/ws_local/PERMITS_SQL/1072871266_1595214869.21/0/netty-codec-4-1-42-final-sources-1-
jar/io/netty/handler/codec/ByteToMessageCodec.java
* /opt/ws_local/PERMITS_SQL/1072871266_1595214869.21/0/netty-codec-4-1-42-final-sources-1-
jar/io/netty/handler/codec/base64/Base64Encoder.java
* /opt/ws_local/PERMITS_SQL/1072871266_1595214869.21/0/netty-codec-4-1-42-final-sources-1-
jar/io/netty/handler/codec/EncoderException.java
* /opt/ws_local/PERMITS_SQL/1072871266_1595214869.21/0/netty-codec-4-1-42-final-sources-1-
jar/io/netty/handler/codec/compression/ZlibUtil.java
* /opt/ws_local/PERMITS_SQL/1072871266_1595214869.21/0/netty-codec-4-1-42-final-sources-1-
jar/io/netty/handler/codec/compression/ZlibEncoder.java
* /opt/ws_local/PERMITS_SQL/1072871266_1595214869.21/0/netty-codec-4-1-42-final-sources-1-
jar/io/netty/handler/codec/CorruptedFrameException.java
* /opt/ws_local/PERMITS_SQL/1072871266_1595214869.21/0/netty-codec-4-1-42-final-sources-1-
jar/io/netty/handler/codec/compression/TooLongFrameException.java
* /opt/ws_local/PERMITS_SQL/1072871266_1595214869.21/0/netty-codec-4-1-42-final-sources-1-
jar/io/netty/handler/codec/marshalling/ChannelBufferByteInput.java
* /opt/ws_local/PERMITS_SQL/1072871266_1595214869.21/0/netty-codec-4-1-42-final-sources-1-
jar/io/netty/handler/codec/EncoderException.java
* /opt/ws_local/PERMITS_SQL/1072871266_1595214869.21/0/netty-codec-4-1-42-final-sources-1-
jar/io/netty/handler/codec/compression/TooLongFrameException.java
* /opt/ws_local/PERMITS_SQL/1072871266_1595214869.21/0/netty-codec-4-1-42-final-sources-1-
jar/io/netty/handler/codec/base64/Base64Encoder.java
* /opt/ws_local/PERMITS_SQL/1072871266_1595214869.21/0/netty-codec-4-1-42-final-sources-1-
jar/io/netty/handler/codec/EncoderException.java
* /opt/ws_local/PERMITS_SQL/1072871266_1595214869.21/0/netty-codec-4-1-42-final-sources-1-
jar/io/netty/handler/codec/compression/ZlibUtil.java
* /opt/ws_local/PERMITS_SQL/1072871266_1595214869.21/0/netty-codec-4-1-42-final-sources-1-
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* /opt/ws_local/PERMITS_SQL/1072871266_1595214869.21/netty-codec-4-1-42-final-sources-1.jar/io/netty/handler/codec/EmptyHeaders.java

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Found in path(s):

* /opt/ws_local/PERMITS_SQL/1072871266_1595214869.21/0/netty-codec-4-1-42-final-sources-1-jar/io/netty/handler/codec/xml/XmlFrameDecoder.java

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

[@link LengthFieldBasedFrameDecoder] has many configuration parameters so that it can decode any message with a length field, which is often seen in proprietary client-server protocols. Here are some example that will give you the basic idea on which option does what.
The value of the length field in this example is `12 (0x0C)` which represents the length of "HELLO, WORLD". By default, the decoder assumes that the length field represents the number of the bytes that follows the length field. Therefore, it can be decoded with the simplistic parameter combination.

```
<b>lengthFieldOffset</b>   = <b>0</b>
<b>lengthFieldLength</b>   = <b>2</b>
lengthAdjustment        = 0
initialBytesToStrip     = 0 (= do not strip header)
```

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

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

```
lengthFieldOffset   = 0
lengthFieldLength   = 2
lengthAdjustment    = 0
initialBytesToStrip = <b>2</b> (= the length of the Length field)
```

```
BEFORE DECODE (14 bytes)         AFTER DECODE (12 bytes)
+--------+----------------+      +----------------+
| Length | Actual Content |----->| Actual Content |
| 0x000C | "HELLO, WORLD" |      | "HELLO, WORLD" |
+--------+----------------+      +--------+----------------+
</pre>
```

In most cases, the length field represents the length of the message body only, as shown in the previous examples. However, in some protocols, the length field represents the length of the whole message, including the message header. In such a case, we specify a non-zero
* <tt>lengthAdjustment</tt>. Because the length value in this example message
* is always greater than the body length by <tt>2</tt>, we specify <tt>-2</tt> as <tt>lengthAdjustment</tt> for compensation.
*  
* <pre>
lengthFieldOffset = 0
lengthFieldLength = 2
<b>lengthAdjustment</b> = -2 (= the length of the Length field)
initialBytesToStrip = 0

* BEFORE DECODE (14 bytes) AFTER DECODE (14 bytes)
* +--------+----------------+      +--------+----------------+
* | Length | Actual Content |----->| Length | Actual Content |
* | 0x000E | "HELLO, WORLD" |      | 0x000E | "HELLO, WORLD" |
* +--------+----------------+      +--------+----------------+
</pre>
*  
* The following message is a simple variation of the first example. An extra
* header value is prepended to the message. <tt>lengthAdjustment</tt> is zero
* again because the decoder always takes the length of the prepended data into
* account during frame length calculation.
*  
* <pre>
<b>lengthFieldOffset</b> = 2 (= the length of Header 1)
<b>lengthFieldLength</b> = 3
lengthAdjustment = 0
initialBytesToStrip = 0

* BEFORE DECODE (17 bytes) AFTER DECODE (17 bytes)
* +----------+----------+----------------+      +----------+----------+----------------+
* | Header 1 |  Length  | Actual Content |----->| Header 1 |  Length  | Actual Content |
* | 0xCAFE  | 0x00000C | "HELLO, WORLD" |      | 0xCAFE  | 0x00000C | "HELLO, WORLD" |
* +----------+----------+----------------+      +----------+----------+----------------+
</pre>
*  
* This is an advanced example that shows the case where there is an extra
* header between the length field and the message body. You have to specify a
* positive <tt>lengthAdjustment</tt> so that the decoder counts the extra
* header into the frame length calculation.
*  
* <pre>
lengthFieldOffset = 0
lengthFieldLength = 3
<b>lengthAdjustment</b> = 2 (= the length of Header 1)
initialBytesToStrip = 0

* BEFORE DECODE (17 bytes) AFTER DECODE (17 bytes)
<table>
<thead>
<tr>
<th>Length</th>
<th>Header 1</th>
<th>Actual Content</th>
<th>Length</th>
<th>Header 1</th>
<th>Actual Content</th>
</tr>
</thead>
<tbody>
<tr>
<td>0x00000C</td>
<td>0xCafe</td>
<td>&quot;HELLO, WORLD&quot;</td>
<td>0x00000C</td>
<td>0xCafe</td>
<td>&quot;HELLO, WORLD&quot;</td>
</tr>
</tbody>
</table>

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

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

**BEFORE DECODE (16 bytes) AFTER DECODE (13 bytes)**

<table>
<thead>
<tr>
<th>HDR1</th>
<th>Length</th>
<th>HDR2</th>
<th>Actual Content</th>
<th>HDR2</th>
<th>Actual Content</th>
</tr>
</thead>
<tbody>
<tr>
<td>0xCA</td>
<td>0x000C</td>
<td>0xFE</td>
<td>&quot;HELLO, WORLD&quot;</td>
<td>0xFE</td>
<td>&quot;HELLO, WORLD&quot;</td>
</tr>
</tbody>
</table>

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

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

**BEFORE DECODE (16 bytes) AFTER DECODE (13 bytes)**

<table>
<thead>
<tr>
<th>HDR1</th>
<th>Length</th>
<th>HDR2</th>
<th>Actual Content</th>
<th>HDR2</th>
<th>Actual Content</th>
</tr>
</thead>
</table>
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* | 0xCA | 0x0010 | 0xFE | "HELLO, WORLD" | | 0xFE | "HELLO, WORLD" |
* +-------------------------------- | +--------------------------------+
* @see LengthFieldPrepender
*/

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1072871266_1595214869.21/0/netty-codec-4-1-42-final-sources-1-jar/io/netty/handler/codec/LengthFieldBasedFrameDecoder.java
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* /opt/ws_local/PERMITS_SQL/1072871266_1595214869.21/0/netty-codec-4-1-42-final-sources-1-jar/io/netty/handler/codec/protobuf/ProtobufVarint32LengthFieldPrepender.java
* /opt/ws_local/PERMITS_SQL/1072871266_1595214869.21/0/netty-codec-4-1-42-final-sources-1-jar/io/netty/handler/codec/HeadersUtils.java
* /opt/ws_local/PERMITS_SQL/1072871266_1595214869.21/0/netty-codec-4-1-42-final-sources-1-jar/io/netty/handler/codec/protobuf/ProtobufVarint32FrameDecoder.java
* /opt/ws_local/PERMITS_SQL/1072871266_1595214869.21/0/netty-codec-4-1-42-final-sources-1-jar/io/netty/handler/codec/ProtocolDetectionState.java
* /opt/ws_local/PERMITS_SQL/1072871266_1595214869.21/0/netty-codec-4-1-42-final-sources-1-jar/io/netty/handler/codec/ProtocolDetectionResult.java
* /opt/ws_local/PERMITS_SQL/1072871266_1595214869.21/0/netty-codec-4-1-42-final-sources-1-jar/io/netty/handler/codec/protobuf/ProtobufDecoderNano.java
* /opt/ws_local/PERMITS_SQL/1072871266_1595214869.21/0/netty-codec-4-1-42-final-sources-1-jar/io/netty/handler/codec/protobuf/ProtobufEncoderNano.java
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/*
 * Enumeration of supported Base64 dialects.
 * <p>
 * The internal lookup tables in this class has been derived from
 * <a href="http://iharder.sourceforge.net/current/java/base64/">Robert Harder's Public Domain
 * Base64 Encoder/Decoder</a>.
 */

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* /opt/ws_local/PERMITS_SQL/1072871266_1595214869.21/0/netty-codec-4-1-42-final-sources-1-
  jar/io/netty/handler/codec/base64/Base64Dialect.java

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* /opt/ws_local/PERMITS_SQL/1072871266_1595214869.21/0/netty-codec-4-1-42-final-sources-1.jar/io/netty/handler/codec/DecoderResultProvider.java
* /opt/ws_local/PERMITS_SQL/1072871266_1595214869.21/0/netty-codec-4-1-42-final-sources-1.jar/io/netty/handler/codec/MessageAggregationException.java
* /opt/ws_local/PERMITS_SQL/1072871266_1595214869.21/0/netty-codec-4-1-42-final-sources-1.jar/io/netty/handler/codec/compression/LzmaFrameEncoder.java
* /opt/ws_local/PERMITS_SQL/1072871266_1595214869.21/0/netty-codec-4-1-42-final-sources-1.jar/io/netty/handler/codec/compression/Crc32.java
* /opt/ws_local/PERMITS_SQL/1072871266_1595214869.21/0/netty-codec-4-1-42-final-sources-1.jar/io/netty/handler/codec/compression/Bzip2BlockCompressor.java
* /opt/ws_local/PERMITS_SQL/1072871266_1595214869.21/0/netty-codec-4-1-42-final-sources-1.jar/io/netty/handler/codec/compression/Lz4FrameDecoder.java
* /opt/ws_local/PERMITS_SQL/1072871266_1595214869.21/0/netty-codec-4-1-42-final-sources-1.jar/io/netty/handler/codec/compression/Lz4FrameEncoder.java
* /opt/ws_local/PERMITS_SQL/1072871266_1595214869.21/0/netty-codec-4-1-42-final-sources-1.jar/io/netty/handler/codec/compression/Bzip2MTFAndRLE2StageEncoder.java
* /opt/ws_local/PERMITS_SQL/1072871266_1595214869.21/0/netty-codec-4-1-42-final-sources-1.jar/io/netty/handler/codec/compression/Bzip2HuffmanStageEncoder.java
* /opt/ws_local/PERMITS_SQL/1072871266_1595214869.21/0/netty-codec-4-1-42-final-sources-1.jar/io/netty/handler/codec/compression/Bzip2MoveToFrontTable.java
* /opt/ws_local/PERMITS_SQL/1072871266_1595214869.21/0/netty-codec-4-1-42-final-sources-1.jar/io/netty/handler/codec/compression/LzfEncoder.java
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/*
 * Utility class for {@link ByteBuf} that encodes and decodes to and from
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 * <p>
 * The encoding and decoding algorithm in this class has been derived from
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1.453 query-string 4.3.4 4.3.4

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1.454 to-buffer 1.1.1 1.1.1

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* /opt/cola/permits/1137154740_1614023262.35/0/aws-java-sdk-core-1-11-704-sources-jar/com/amazonaws/http/client/ConnectionManagerFactory.java
* /opt/cola/permits/1137154740_1614023262.35/0/aws-java-sdk-core-1-11-704-sources-jar/com/amazonaws/SdkThreadLocals.java
* /opt/cola/permits/1137154740_1614023262.35/0/aws-java-sdk-core-1-11-704-sources-jar/com/amazonaws/http/settings/HttpClientSettings.java
* /opt/cola/permits/1137154740_1614023262.35/0/aws-java-sdk-core-1-11-704-sources-jar/com/amazonaws/http/timers/request/HttpRequestAbortTaskImpl.java
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* /opt/cola/permits/1137154740_1614023262.35/0/aws-java-sdk-core-1-11-704-sources-jar/com/amazonaws/http/client/ConnectionManagerFactory.java
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* /opt/cola/permits/1137154740_1614023262.35/0/aws-java-sdk-core-1-11-704-sources-jar/com/amazonaws/regions/AbstractRegionMetadataProvider.java
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* /opt/cola/permits/1137154740_1614023262.35/0/aws-java-sdk-core-1-11-704-sources-jar/com/amazonaws/partitions/PartitionRegionImpl.java
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* /opt/cola/permits/1137154740_1614023262.35/0/aws-java-sdk-core-1-11-704-sources-jar/com/amazonaws/protocol/json/SdkStructuredJsonFactory.java
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* /opt/cola/permits/1137154740_1614023262.35/0/aws-java-sdk-core-1-11-704-sources-jar/com/amazonaws/util/BasicNameValuePair.java
* /opt/cola/permits/1137154740_1614023262.35/0/aws-java-sdk-core-1-11-704-sources-jar/com/amazonaws/util/URLEncodedUtils.java
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* /opt/cola/permits/1137154740_1614023262.35/0/aws-java-sdk-core-1-11-704-sources-jar/com/amazonaws/Protocol.java
* /opt/cola/permits/1137154740_1614023262.35/0/aws-java-sdk-core-1-11-704-sources-jar/com/amazonaws/internal/config/SignerConfigJsonHelper.java
* /opt/cola/permits/1137154740_1614023262.35/0/aws-java-sdk-core-1-11-704-sources-jar/com/amazonaws/internal/config/Builder.java
* /opt/cola/permits/1137154740_1614023262.35/0/aws-java-sdk-core-1-11-704-sources-jar/com/amazonaws/util/ImmutableMapParameter.java
* /opt/cola/permits/1137154740_1614023262.35/0/aws-java-sdk-core-1-11-704-sources-jar/com/amazonaws/internal/config/SignerConfig.java

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* /opt/cola/permits/1137154740_1614023262.35/0/aws-java-sdk-core-1-11-704-sources-jar/com/amazonaws/AmazonClientException.java
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arj/com/amazonaws/auth/ClasspathPropertiesFileCredentialsProvider.java
* /opt/cola/permits/1137154740_1614023262.35/0/aws-java-sdk-core-1-11-704-sources-
arj/com/amazonaws/HandlerContextAware.java
* /opt/cola/permits/1137154740_1614023262.35/0/aws-java-sdk-core-1-11-704-sources-
arj/com/amazonaws/http/IdleConnectionReaper.java
* /opt/cola/permits/1137154740_1614023262.35/0/aws-java-sdk-core-1-11-704-sources-
arj/com/amazonaws/auth/EnvironmentVariableCredentialsProvider.java
* /opt/cola/permits/1137154740_1614023262.35/0/aws-java-sdk-core-1-11-704-sources-
arj/com/amazonaws/util/AwsHostNameUtils.java
* /opt/cola/permits/1137154740_1614023262.35/0/aws-java-sdk-core-1-11-704-sources-
arj/com/amazonaws/internal/DynamoDBBackoffStrategy.java
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* /opt/cola/permits/1137154740_1614023262.35/0/aws-java-sdk-core-1-11-704-sources-jar/com/amazonaws/auth/EC2ContainerCredentialsProviderWrapper.java
* /opt/cola/permits/1137154740_1614023262.35/0/aws-java-sdk-core-1-11-704-sources-jar/com/amazonaws/auth/EndpointPrefixAwareSigner.java
* /opt/cola/permits/1137154740_1614023262.35/0/aws-java-sdk-core-1-11-704-sources-jar/com/amazonaws/auth/InstanceMetadataServiceCredentialsFetcher.java
* /opt/cola/permits/1137154740_1614023262.35/0/aws-java-sdk-core-1-11-704-sources-jar/com/amazonaws/auth/ContainerCredentialsProvider.java
* /opt/cola/permits/1137154740_1614023262.35/0/aws-java-sdk-core-1-11-704-sources-jar/com/amazonaws/auth/BaseCredentialsFetcher.java
* /opt/cola/permits/1137154740_1614023262.35/0/aws-java-sdk-core-1-11-704-sources-jar/com/amazonaws/auth/ContainerCredentialsFetcher.java
* /opt/cola/permits/1137154740_1614023262.35/0/aws-java-sdk-core-1-11-704-sources-jar/com/amazonaws/auth/ContainerCredentialsRetryPolicy.java
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* /opt/cola/permits/1137154740_1614023262.35/0/aws-java-sdk-core-1-11-704-sources-jar/com/amazonaws/internal/InstanceMetadataServiceResourceFetcher.java
* /opt/cola/permits/1137154740_1614023262.35/0/aws-java-sdk-core-1-11-704-sources-jar/com/amazonaws/internal/ConnectionUtils.java
* /opt/cola/permits/1137154740_1614023262.35/0/aws-java-sdk-core-1-11-704-sources-jar/com/amazonaws/retry/internal/CredentialsEndpointRetryPolicy.java

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  jar/com/amazonaws/auth/ProcessCredentialsProvider.java
* /opt/cola/permits/1137154740_1614023262.35/0/aws-java-sdk-core-1-11-704-sources-
  jar/com/amazonaws/util/UnreliableFilterInputStream.java
* /opt/cola/permits/1137154740_1614023262.35/0/aws-java-sdk-core-1-11-704-sources-
  jar/com/amazonaws/util/Platform.java
* /opt/cola/permits/1137154740_1614023262.35/0/aws-java-sdk-core-1-11-704-sources-
  jar/com/amazonaws/auth/profile/internal/AWS4SignerRequestParams.java
* /opt/cola/permits/1137154740_1614023262.35/0/aws-java-sdk-core-1-11-704-sources-
  jar/com/amazonaws/auth/profile/internal/SignerKey.java
* /opt/cola/permits/1137154740_1614023262.35/0/aws-java-sdk-core-1-11-704-sources-
  jar/com/amazonaws/auth/profile/profileinternal/securitytoken/RoleInfo.java
* /opt/cola/permits/1137154740_1614023262.35/0/aws-java-sdk-core-1-11-704-sources-
  jar/com/amazonaws/auth/profile/profileinternal/ProfilesConfigFile.java
* /opt/cola/permits/1137154740_1614023262.35/0/aws-java-sdk-core-1-11-704-sources-
  jar/com/amazonaws/internal/BoundedLinkedHashMap.java
* /opt/cola/permits/1137154740_1614023262.35/0/aws-java-sdk-core-1-11-704-sources-
  jar/com/amazonaws/authorityprofile/profileinternal/securitytoken/ProfileCredentialsService.java
* /opt/cola/permits/1137154740_1614023262.35/0/aws-java-sdk-core-1-11-704-sources-
  jar/com/amazonaws/event/RequestProgressInputStream.java
* /opt/cola/permits/1137154740_1614023262.35/0/aws-java-sdk-core-1-11-704-sources-
  jar/com/amazonaws/authorityprofile/profileinternal/profile.Profile.java
* /opt/cola/permits/1137154740_1614023262.35/0/aws-java-sdk-core-1-11-704-sources-
  jar/com/amazonaws/authorityprofile/profileinternal/ProfileProcessCredentialsProvider.java
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* /opt/cola/permits/1137154740_1614023262.35/0/aws-java-sdk-core-1-11-704-sources-
  jar/com/amazonaws/event/request/ProgressSupport.java
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  jar/com/amazonaws/event/SyncProgressListener.java
* /opt/cola/permits/1137154740_1614023262.35/0/aws-java-sdk-core-1-11-704-sources-
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* /opt/cola/permits/1137154740_1614023262.35/0/aws-java-sdk-core-1-11-704-sources-jar/com/amazonaws/util/EncodingSchemeEnum.java
* /opt/cola/permits/1137154740_1614023262.35/0/aws-java-sdk-core-1-11-704-sources-jar/com/amazonaws/internal/ListWithAutoConstructFlag.java
* /opt/cola/permits/1137154740_1614023262.35/0/aws-java-sdk-core-1-11-704-sources-jar/com/amazonaws/util/Base16Codec.java
* /opt/cola/permits/1137154740_1614023262.35/0/aws-java-sdk-core-1-11-704-sources-jar/com/amazonaws/util/Base32Codec.java
* /opt/cola/permits/1137154740_1614023262.35/0/aws-java-sdk-core-1-11-704-sources-jar/com/amazonaws/util/Base32.java
* /opt/cola/permits/1137154740_1614023262.35/0/aws-java-sdk-core-1-11-704-sources-jar/com/amazonaws/regions/RegionMetadataParser.java
* /opt/cola/permits/1137154740_1614023262.35/0/aws-java-sdk-core-1-11-704-sources-jar/com/amazonaws/AbortedException.java
* /opt/cola/permits/1137154740_1614023262.35/0/aws-java-sdk-core-1-11-704-sources-jar/com/amazonaws/util/EC2MetadataUtils.java
* /opt/cola/permits/1137154740_1614023262.35/0/aws-java-sdk-core-1-11-704-sources-jar/com/amazonaws/internal/MetricsInputStream.java
* /opt/cola/permits/1137154740_1614023262.35/0/aws-java-sdk-core-1-11-704-sources-jar/com/amazonaws/util/SdkRuntime.java
* /opt/cola/permits/1137154740_1614023262.35/0/aws-java-sdk-core-1-11-704-sources-jar/com/amazonaws/util/Codec.java
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* /opt/cola/permits/1137154740_1614023262.35/0/aws-java-sdk-core-1-11-704-sources-jar/com/amazonaws/internal/SdkFilterOutputStream.java
* /opt/cola/permits/1137154740_1614023262.35/0/aws-java-sdk-core-1-11-704-sources-jar/com/amazonaws/regions/RegionMetadata.java
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* /opt/cola/permits/1137154740_1614023262.35/0/aws-java-sdk-core-1-11-704-sources-jar/com/amazonaws/util/AbstractBase32Codec.java
* /opt/cola/permits/1137154740_1614023262.35/0/aws-java-sdk-core-1-11-704-sources-jar/com/amazonaws/util/MetricAware.java
* /opt/cola/permits/1137154740_1614023262.35/0/aws-java-sdk-core-1-11-704-sources-jar/com/amazonaws/util/Throwables.java

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* /opt/cola/permits/1137154740_1614023262.35/0/aws-java-sdk-core-1-11-704-sources-jar/com/amazonaws/protocol/json/StructuredJsonGenerator.java
* /opt/cola/permits/1137154740_1614023262.35/0/aws-java-sdk-core-1-11-704-sources-jar/com/amazonaws/protocol/json/SdkStructuredPlainJsonFactory.java
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* /opt/cola/permits/1137154740_1614023262.35/0/aws-java-sdk-core-1-11-704-sources-
jar/com/amazonaws/permits/AWSSessionCredentials.java
* /opt/cola/permits/1137154740_1614023262.35/0/aws-java-sdk-core-1-11-704-sources-
jar/com/amazonaws/permits/AWSSessionCredentialsProvider.java
* /opt/cola/permits/1137154740_1614023262.35/0/aws-java-sdk-core-1-11-704-sources-
jar/com/amazonaws/permits/RequestClientOptions.java
* /opt/cola/permits/1137154740_1614023262.35/0/aws-java-sdk-core-1-11-704-sources-
jar/com/amazonaws/permits/ClassLoaderHelper.java
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1.466 jest-validate 22.4.4 22.4.4

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* /opt/ws_local/PERMITS_SQL/1023155010_1594208390.38/0/jest-validate-22-4-4-tgz/package/build/index.js
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* /opt/ws_local/PERMITS_SQL/1023155010_1594208390.38/0/jest-validate-22-4-4-tgz/package/build/validate.js
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1.467 jackson-databind 2.12.3

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

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1.472 braces 1.8.5 1.8.5

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1.477 follow-redirects 1.14.4 1.14.4

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1.478 pinkie 1.0.0 1.0.0

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1.479 defer-to-connect 1.1.3 1.1.3

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1.480 buffer-alloc-unsafe 1.1.0 1.1.0

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1.482 postcss-sass 0.3.5 0.3.5

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1.483 array-unique 0.2.1 0.2.1

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1.484 file-entry-cache 4.0.0 4.0.0

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1.485 yargs 15.4.1 15.4.1

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1.486 bail 1.0.5 1.0.5

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1.487 websocket-api 9.3.27.v20190418

1.488 lodash-reevaluate 3.0.0 3.0.0

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1.489 moment 2.27.0 2.27.0

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1.490 which-module 1.0.0 1.0.0

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1.492 icss-replace-symbols 1.1.0 1.1.0

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1.499 Iru-cache 4.1.1 4.1.1

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1.508 kind-of 3.2.2 3.2.2

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1.510 websocket-common 9.4.17.v20190418

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

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

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

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

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Oracle OpenJDK

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* java.sun.security.ssl

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

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

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

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

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

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org.eclipse.jetty.toolchain:jetty-schemas

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Assorted

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1.519 unset-value 1.0.0 1.0.0

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1.520 buffer-alloc 1.2.0 1.2.0

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1.521 commons-runtime 3.0.7
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1.563 istanbul-lib-hook 1.2.2 1.2.2

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1.566 @babel/helper-get-function-arity 7.0.0-beta.44 7.0.0-beta.44

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<li>Klaus Greve Fiorentini &lt;Klaus#064epqd.com.br&gt; - array fix in PGP PublicKeyEncSessionPacket.</li>
<li>Olivier Refalo &lt;Olivier_Refalo@#064fpl.com&gt; - null pointer exception fix for JDK 1.3 CMSSignedData objects.</li>
<li>Mariusz Bandola &lt;mariusz.bandola@#064cryptotech.com.pl&gt; - patch to DERGeneralizedTime. Compliance patch for OCSP TBSRequest class. Patch to X509Name for delaing with general objects in sequences.</li>
<li>Breni Oberstein &lt;breni.oberstein@#064transacttools.net&gt; - patch to S2K algorithm in OpenPGP, initial PGP version 3 secret key support, initial PGP version 3 signature generation, RIPEMD160 addition to PGPUtl.</li>
<li>Ian Haywood &lt;ian@#064haywood.bpa.nu&gt; - addition of getSignatureType to PGPSignature.</li>
<li>Jonathan Edwards &lt;s34gull@#064mac.com&gt; - initial support for reading multiple rings from a PGP key file.</li>
<li>Andrew Thornton &lt;andrew@#064caret.cam.ac.uk&gt; - patch for RSA PUBLIC KEY in PEMReader.</li>
<li>Gregor Leander &lt;gl@#064bos-bremen.de&gt; - initial parsing of multiple sequence entries in an X.500 Name.</li>
<li>Antoon Bosselaers &lt;Antoon.Bosselaers@#064esat.kuleuven.ac.be&gt; - help with RIPEMD320 implementation.</li>
<li>Peter Sylvester &lt;Peter.Sylvester@#064edelweb.fr&gt; - improvements to the ASN.1 BasicConstraints object.</li>
<li>Doug &lt;ummmmm@#064myrealbox.com&gt; - addition of isEncryptionKey method to OpenPGP public keys.</li>
<li>Francois Staes &lt;fstaes@#064netconsult.be&gt; - improvements to DEBitString, DERGeneralizedTime and initial implimentation of DERGeneralString, addition of settable signed object info to CMSSignedDataGenerator, patch to DH key agreement.</li>
<li>W.R. Dittmer &lt;wdittmer@#064cs.vu.nl&gt; - patch to decoding of SignatureCreationTime in BCPG. Patch to PGPKeyPair to fix NullPointerException exception.</li>
<li>Perez Paz Luis Alberto &lt;laperez@#064banxico.org.mx&gt; - patch to use of BitString in X.500 name.</li>
<li>James Wright &lt;James_Wright@#064harte-hanks.com&gt; - patches for dealing with "odd" armoredInputStreams.</li>
<li>Jim Ford &lt;jim@#064muirford.com&gt; - patch to PGPSecretKey to avoid null pointer exception on encoding secret keys, comments on KeyExpirationTime, getBitStrength for ElGamal keys. Signature creation time patch for newly created v4 signatures.</li>
<li>Michael Hausler &lt;haeusler@#064ponton-consulting.de&gt; - extra aliases for provider.</li>
<li>Sai Pullabhotla &lt;psai@#064linoma.com&gt; - fix to PGP compressed data generator to improve compression levels. Performance improvements for KeyBasedLargeFileProcessor.</li>
<li>Joseph Miller &lt;joseph@#064digiweb.net.nz&gt; - addition of ZeroBytePadding.</li>
<li>Lars &lt;xyz@#064sagemdenmark.dk&gt; - patch to explicit padded mode for CBC block cipher MAC.</li>
<li>Jeroen van Vianen &lt;jeroen@#064vanvianen.nl&gt; - the Signed and Encrypted mail example.</li>
<li>Jun Sun &lt;JSun@#064diversinet.com&gt; - patch to SecureRandom to work around problem in wtk 1.0.4 and wtk 2.1.</li>
<li>Petr Dukem &lt;petdukem@#064email.cz&gt; - patch to CMSSignedDataGenerator to allow it to work with PKCS11 providers.</li>
<li>Filipe Silva &lt;filipe.silva@#064wedoconsulting.com&gt; - patch to fix overread issue in BCPGInputStream.</li>
<li>Alpesh Parmar &lt;alps@#064linuxmail.org&gt; - patch for class cast problem in PGPPublicKey.getSignatures().
Jay Gengelbach &lt;jgengelbach#064webmethods.com&gt; - patch to fix isSigningKey in PGPSecretKey class, patch to hashedPackets in PGPSignatureGenerator, initial cut for indefinite length output.

Doug &lt;doug#064tigerprivacy.com&gt; - public key ring patches for ElGamal Signatures, problem key ring data.

Matthew Mundy &lt;mmundy1#064umbc.edu&gt; - infinite loop prevention patch to PKCS5S2ParametersGenerator.

Tom Cargill &lt;cargill#064profcon.com&gt; - spelling patch in provider.

Breitenstrom Christian &lt;C.Breitenstrom#064t-systems.com&gt; - compatibility patch to SignaturePacket, DetachedSignatureProcessor.

Zanotti Mirko &lt;zanotti#064cad.it&gt; - patch to ordered equality test for X509Name.

Nicola Scendonzi &lt;nscendonzi#064babelps.it&gt; - patch to add sorting to CertPath validation.

Ville Skyttä &lt;ville.skyttä#064iki.fi&gt; - patch to CRLDistPoint for cRLIssuer field. KeyStore compliance on add patches. DiffieHellman patch for provider compliance. Support for PEM object "TRUSTED CERTIFICATE". Exception handling patch in PEMReader. JavaDoc clean up.

Bruce Gordon &lt;bruce.gordon#064savvis.net&gt; - patch to secret key creation encoding

Miles Whiteley &lt;Miles.Whiteley#064savvis.net&gt; - "223" fix for BCPGInputStream new packets.

Albert Moliner &lt;amoliner#064evintia.com&gt; - initial TSP implementation.

Carlos Lozano &lt;carlos#064evintia.com&gt; - initial TSP implementation, patch to SignerInformation for supported repeated signers, initial updates for supporting repeated attributes in CMS.

Javier Delgadillo &lt;javi#064jav.codewarp.org&gt; - initial Mozilla PublicKeyAndChallenge classes.

Joni Hahkala &lt;joni.hahkala#064cern.ch&gt; - initial implementations of VOMS Attribute Certificate Validation, IetfAttrSyntax, and ObjectDigestInfo. We also wish to thank the &lt;a href="http://www.eu-egee.org"&gt;EGEE project&lt;/a&gt; for making the work available.

Rolf Schillinger &lt;rolf#064sir-wum.de&gt; - initial implementation of Attribute Certificate generation.

Sergey Bahtin &lt;Sergey_Bahtin#064yahoo.com&gt; - fix for recovering certificate aliases in BKS and UBER key stores. Initial implementations of GOST-28147, GOST-3410, EC GOST-3410, GOST OFB mode (GOFB) and GOST-3411.

Franck Leroy &lt;Franck.Leroy#064keynectis.com&gt; - ANS.1 set sorting. Contributions to TSP implementation. Test vectors for Bleichenbacher's forgery attack.

Atsuhiko Yamanaka &lt;ymnk#064jcraft.com&gt; - patch for improving use of Montgomery numbers in BigInteger library. Patch to use size of private exponent in DH parameters.

Nickolay Bolshakov &lt;tyrex#064rekssoft.ru&gt; - patch for class cast exception in AuthorityInformationAccess class.

Soren Hilmer &lt;soren.hilmer#064iitetoenator.com&gt; - patches for CertID with issuerSerial set in TSP implementation, additional compliance testing.

Steve Mitchell &lt;mitchell#064intertrust.com&gt; - patch for stateful path validator fix. Patch to allow BigInteger class to create negative numbers from byte arrays. Additions to allow different providers to be used for asymmetric/symmetric encryption in OpenPGP.

Optimisation to avoid redundant verification in path validator. Suggestion to use PKIXParameters.getSigProvider() correctly.

Dirk Eisner &lt;D.Eisner#seeburger.de&gt; - initial implementation of ISO 78164-4 padding.

Julien Pasquier &lt;julienpasquier#064free.fr&gt; - initial implementation of attribute classes from RFC 3126. Fix to KEKIdentifier, OtherKeyAttribute parsing. Initial ContentHints class.

Matteo &lt;mattartuso#064libero.it&gt; - sequence patch to ASN1Dump.

Andrew Paterson &lt;andrew.paterson#064burnsec.com&gt; - patches to PGP tools, isRevoked method on PGPPublicKey.

Vladimir Molotkov &lt;vladimir.n.molotkov#064intel.com&gt; - extensive provider exception handling
<li>Florin Kollan &lt;adlocflo@#064web.de&gt; - fix to ElGamalKeyParameters equality testing.</li>
<li>Pavel Vassiliev &lt;paulvas@#064gmail.com&gt; - Initial GOST28147Mac implementation.</li>
<li>Tom Pesman &lt;tom@#064mux.net&gt; - addition of DES-EDE encryption for RSAPrivate keys to PEMWriter.</li>
<li>Lukasz Kowalczyk &lt;lukasz.b.kowalczyk@#064gmail.com&gt; - patch to fix parsing issue with OpenSSL PEM based certificate requests.</li>
<li>Arndt Hasch &lt;Arndt.Hasch@#064maxence.de&gt; - additional fix for partial reading with new style PGP packets.</li>
<li>Fix Bernd (KCDP 11) &lt;bernd.fix@credit-suisse.com&gt; - fix for 31 byte issue and exception throwing by Whirlpool.</li>
<li>David M. Lee &lt;dmlee@#064Crossroads.com&gt; - code for add and remove secret key in the PGPSecretKeyRing class. Additions to S/MIME and CMS unit tests.</li>
<li>Mike Dillon &lt;md5@#064embody.org&gt; - additional checks for PGP secret and public key construction, patches to copyWithNewPassword.</li>
<li>tu-vi cung &lt;t2cung@#064hotmail.com&gt; - patch for out of bounds problem in getDecoderStream method.</li>
<li>Chris Schultz &lt;cschultz@#064gmail.com&gt; - fix for InputStream constructor for X509V2AttributeCertificate.</li>
<li>David M. Lee &lt;dmlee@#064Crossroads.com&gt; - implementation assistance with streaming CMS classes.</li>
<li>Joel Rees &lt;rees@#064ddcom.co.jp&gt; - fix to correct getOID methods from returning same set on X.509 attribute certificates.</li>
<li>Francesc Sau &lt;francesc.sau@#064partners.netfocus.es&gt; - micro fix for tsp Accuracy class.</li>
<li>Larry Bugbee &lt;bugbee@#064mac.com&gt; - initial ECNR implementation.</li>
<li>Remi Blancher &lt;Remi.Blancher@#064keynectis.com&gt; - Contributions to TSP implementation. Initial implementation of RFC 3739 and ICAO ASN.1 classes.</li>
<li>Brian ORourke &lt;brianorourke@#064gmail.com&gt; - patch for signature creation time override in OpenPGP.</li>
<li>Andreas Schwier &lt;andreas.schwier@#064cardcontact.de&gt; - initial implementation of ISO9797 MAC Algorithm 3, addition of DES-EDE 64 MAC to the provider, fix to EC point encoding, addition of EC and RSA-PSS OIDs to CMS, addition of AES-CMAC and DESede-CMAC to JCE provider.</li>
<li>David Josse &lt;david.josse@transacttools.net&gt; - Patch for trailer function in version 2 signature packets.</li>
<li>Kishimoto Kazuhiko &lt;kazu-k@#064hi-ho.ne.jp&gt; - RFC 3280 updates to policy processing in the CertPath validator. Additional test data not covered by NIST.</li>
<li>Lawrence Tan &lt;lwrnctan@#064gmail.com&gt; - Large field OID sample test data. Missing key types in JDKKeyFactor.</li>
<li>Carlos Valiente &lt;superdupont@#064gmail.com&gt; - Addition of CRL writing to the PEMWriter class.</li>
<li>Keyon AG, Martin Christinat, &lt;a href="http://www.keyon.ch">http://www.keyon.ch</a&gt; - fixing incorrect ASN.1 encoding of field elements in X9FieldElement class.</li>
<li>Olaf Keller, &lt;olaf.keller.bc@#064bluewin.ch&gt; - initial implementation of the elliptic curves over binary fields F2m. Additional tests and modifications to elliptic curve support for both F2m and Fp. Performance improvements to F2m multiplication. Initial implementation of WNAF/WTNAF point multiplication. Improvement to k value generation in ECDSA.</li>
<li>J&amp;ouml;lrg Eichhorn &lt;teieichhorn@#064ponton-consulting.de&gt; - patch to fix EOF read on SharedFileInputStream, support for F2m compression.</li>
<li>Karsten Ohme &lt;widerstand@#064t-online.de&gt; - initial check against for out of range data on non byte
aligned RSA keys. Addition of equals/hashCode on ECCurve.Fp. Additional curve type support for Fp, contributions to F2m compression. F2m decoding for ECPointUtil. Infinity fix and prime192v2 fix for Fp. Extra validation for RSA key creation. Fix to name typos for some OpenSSL key generators. RFC-1779 table, improved RFC 2253 compliance for X509Name. Additional constructor validation for X.509/ESS ASN.1 classes. Validation for printable, IA5, and Numeric Strings. Fix for RFC 5280 NameConstraint checking for RDNs. Support for surrogate pairs in DERUTF8String, DER UTF8 test. Additional X.509 name attributes for ISIS-MTT, RFC 3039, addition of indirect CRL support, initial X509 LDAP CertStore implementation, CertificatePair class, and X509CertificatePair class. Contributions to X509Store/Parser infrastructure and design. CertPath support for implicit DSA parameters and a range of NameConstraints. Addition of support for V1 attribute certificates and attribute certificate path validation. Initial classes for ASN.1 ISIS-MTT support. Enhancements for improving compliance with the NIST CertPath tests. Carlos Lozano Ruiz &lt;carlos&#064;tradise.com&gt; - patch for &lt;ctrl&gt;&lt;m&gt; only handling in CRLFOutputStream. John Alfred Prufrock &lt;j.a.prufrock&#064;gmail.com&gt; - mods to GOST-3411 and MD2 to support ExtendedDigest. Stefan Neusatz Guilhen &lt;stneusatz&#064;gmail.com&gt; - initial version of RoleSyntax, improvements to AttributeCertificateHolder and AttributeCertificateIssuer. Marzio Lo Giudice &lt;marzio.logiudice&#064;gmail.com&gt; - fix to endianess in KDF2BytesGenerator, additional KDF2 tests. Georg Lippold &lt;georg.lippold&#064;gmx.de&gt; - initial implementation of NaccacheStern cipher. Chris Viles &lt;chris_viles&#064;yahoo.com&gt; - fix to SignatureSubpacket critical bit setting. Pasi Eronen &lt;pasi.eronen&#064;nokia.com&gt; - extra toString() support for ASN.1 library. Initial patch for large OID components. Lijun Liao &lt;https://github.com/xipki&gt; performance enhancements for SHA family of digests. Bug report and patch for blank line handling in ArmoredInputStream. Additon of getSignatureAlgorithmID to BasicOCSPResp. Reset fix for SM2 signatures, performance improvements for SHA-3. Clean up of CMP EncryptedValueBuilder, additional functionality on PollReqContent. Bug fix for endianness issue in cSHAKE left encode method. Maria Ivanova &lt;m.ivanova&#064;gmail.com&gt; - support for tags &gt; 30 in ASN.1 parsing. Armin H&auml;berling &lt;arminha&#064;student.ethz.ch&gt; - first cut of internationalisation, initial PKIX validation classes. Marius Schilder &lt;m.schilder&#064;google.com&gt; - main set of test vectors for Bleichenbacher's forgery attack. Xavier Le Vourn &lt;xavier&#064;brittanysoftware.com&gt; - general code clean ups. Erik Tews &lt;e@tews.de&#064;informatik.tu-darmstadt.de&gt; - initial threaded random seed generator, constant-time PKCS#1.5 decoding. Thomas Dixon &lt;reikosmusha&#064;gmail.com&gt; - initial implementations of TEA/XTEA, Salsa20, ISAAC, and Noekeon. XTEA enhancements. Frank Cornelis &lt;info@frankcornelis.be&gt; - addition of crlAccessMethod in X509ObjectIdentifiers. Rui Joaquim &lt;joaquim@#064cc.isel.ipl.pt&gt; - initial implementation of RSA blinding for signatures. David Stacey &lt;DavidStacey@#064allantgroup.com&gt; - addition of trust packet checking on revocation signatures in PGP SecretKeyRing. Martijn Brinkers &lt;list@#064mitm.nl&gt; - better exception handling in CMS enveloping, "just in time" modifications for CRL and Sequence evaluation. Julius Davies &lt; juliusdavies@#064gmail.com&gt; - additional modes and algorithm support in PEMReader. Matthias &lt;g@#064rtnr.de&gt; - GnuPG compatibility changes for PBEFileProcessor.
<li>Olga Käthler &lt;olga.kaethler@hjp-consulting.com&gt; - initial implementation of TeleTrusT EC curves, additional ISO 9797 MACs, contributions to EAC OIDs, addition of EAC algorithms to CMS Signing.</li>
<li>Germano Rizzo &lt;germano.rizzo@gmail.com&gt; - initial implementation of CMac, EAX, HC-128, and HC-256, optimisations for Salsa20.</li>
<li>Nuria Marí &lt;numaa@hotmail.com&gt; - patch for alternate data type recognition in CMSSignedDataParser.</li>
<li>Janis Schuller &lt;js@#064tzi.de&gt; - addition of NotationData packets for OpenPGP.</li>
<li>Michael Samblanet &lt;Mike@#064samblanet.com&gt; - patches towards improved Sun/default provider support in CMS.</li>
<li>Mike StJohn &lt;mstjohns@#064comcast.net&gt; - patches for supporting empty subject in X.509 certificate generation, noneWithECDSA, updates to KeyPurposeId.</li>
<li>Ramon Keller &lt;ramon.keller@#064gmx.ch&gt; - patch to deal with null revocations return from other CRL in X509V2CRLGenerator.</li>
<li>Mark Nelson &lt;mark@#064nbr.com&gt; - correction to excluded DN in name constraints processing for PKIX processing.</li>
<li>Eugene Golushkov &lt;eugene_gff@#064ukr.net&gt; - mask fix to single byte read in TlsInputStream.</li>
<li>Julien Pasquier &lt;JulienPasquier@#064free.fr&gt; - additional classes for supporting signature policy and signer certificates in the ASN.1 esf and ess libraries.</li>
<li>Peter Knopp &lt;pknopp@#064mtg.de&gt; - fix for named curve recognition in ECGOST key generation.</li>
<li>Jakub Gwozd &lt;jgwozdiu@#064rpg.pl&gt; - addition of getTsA() to TimeStampTokenInfo.</li>
<li>Bartosz Malkowski &lt;Bmalkow@#064tigase.org&gt; - initial implementation of VMPC cipher, VMPCRandomGenerator, VMPCMac.</li>
<li>Tal Yacobi &lt;tal.yacobi@#064octavian-tech.com&gt; - fix for issue in OpenPGP examples [#BJA-55].</li>
<li>Massimiliano Ziccardi &lt;Massimiliano.Ziccardi@#064gmail.comt&gt; - support for counter signature reading in CMS API, update for multiple counter signature attributes, JCA compliance patch for PEM parsing in CertificateFactory.</li>
<li>Andrey Pavlenko &lt;andrey.a.pavlenko@#064gmail.com&gt; - security manager patch for PKCS1Encoding property check.</li>
<li>J Ross Nicoll &lt;jrn@#064jrn.me.uk&gt; - improved exception handling for getInstance() in ASN.1 library.</li>
<li>Matthew Stevenson &lt;Mavricknz@#064yahoo.com&gt; - patch to construtor for CRMF CertSequence.</li>
<li>Gabriele Contini &lt;gcontini@#064hotpop.com&gt; - identified a bug in ASN.1 library with handling of unterminated NDEF's.</li>
<li>Roelof Naude &lt;roelof.naude@#064epiuse.com&gt; - patch for TLS client to send empty client certs in response to HP_CERTIFICATE_REQUEST.</li>
<li>Patrick Peck &lt;peck@#064signaturen.at&gt; - identified problem with DERApplicationSpecific and high tag numbers in ASN.1 library.</li>
<li>Michael LeMay &lt;lemaymd@#064lemaymd.com&gt; - identified problem with EAX [#BJA-93].</li>
<li>Alex Dupre &lt;ale@#064freebsd.org&gt; - fix to use of Signature rather than SignatureSpi in provider [#BJA-90]. Addition of null provider use to SignedPublicKeyAndChallenge and PKCS10CertificationRequest [#BJA-102].</li>
<li>Michael Schoene &lt;michael@#064sigrid-und-michael.de&gt; - fix of improper handling of null in ExtendedPKIXParameters.setTrustedACIssuers(), check for V2 signingCertificate attribute in TimeStampResponse.validate().</li>
<li>Ion Larrañtilde:aga &lt;Ilarra@#064s21sec.com&gt; - fix to default partial packet generation in BCPGOutputStream.</li>
<li>Bob Kerns &lt;bob.kerns@#064postsicence.com&gt; - fix to hashCode for X509CertificateObject.</li>
<li>Stefan Meyer &lt;stefan.meyer@#064ewe.de&gt; - backport for PKIXCertPathValidator and
Robert J. Moore &lt;Robert.J.Moore#allanbank.com&gt; speedups for OpenPGPCFB mode, clean room JCE patches.

Rui Hodai &lt;rui#064po.ntts.co.jp&gt; speed ups for Camellia implementation, CamelliaLightEngine.

Emir Bucalovic &lt;emir.bucalovic#064mail.com&gt; initial implementation of Grain-v1 and Grain-128.

Torbjorn Svensson &lt;tobbe79#064gmail.com&gt; initial implementation of Grain-v1 and Grain-128.

Paul FitzPatrick &lt;bouncycastle_pfitz#064fitzpatrick.cc&gt; error message fix to X509LDAPCertStoreSpi, comparison fix to BCStrictStyle.

Henrik Andersson &lt;k.henrik.andersson#064gmail.com&gt; addition of UniqueIssuerID to certificate generation.

Cagdas Cirit &lt;cagdascirit#064gmail.com&gt; subjectAlternativeName fix for x509CertStoreSelector.

Harakiri &lt;harakiri_23#064yahoo.com&gt; datahandler patch for attached parts in SMIME signatures.

Pedro Henriques &lt;pmahenriques#064gmail.com&gt; explicit bounds checking for DESKeyGenerator, code simplification for OAEPEncoding.

Lothar Kimmeringer &lt;job#064kimmeringer.de&gt; verbose mode for ASN1Dump, support for DERExternal, DNS performance fix for S/MIME API.

Richard Farr &lt;farr.se#064gmail.com&gt; initial SRP-6a implementation.

Thomas Castiglione &lt;castiglione#064au.ibm.com&gt; patch to encoding for CRMF OptionalValidity.

Elisabetta Romani &lt;eromani#064sogei.it&gt; patch for recognising multiple counter signatures.

Robin Lundgren &lt;r737lundgren#064gmail.com&gt; CMPCertificate constructor from X509CertificateStructure fix.

Petr Kadlec &lt;mormegil#064centrum.cz&gt; fix to sign extension key and IV problem in HC-128, HC-256.

Andreas Antener &lt;antener_a#064gmx.ch&gt; fix to buffer reset in AsymmetricBufferedBlockCipher.

Harendra Rawat &lt;hsrawat#064yahoo.com&gt; fix for BERConstructedOctetString.

Rolf Lindemann &lt;roflindemann#064trustcenter.de&gt; patch for PKCS12 key store to support more flexible attribute specifications [#BMA-42].

Alex Artamonov &lt;alexart.home#064gmail.com&gt; name look up patch for GOST-2001 parameters.

Mike Lyons &lt;mlyons#064layer7tech.com&gt; work arounds for EC JDK bug 6738532 and JSSE EC naming conventions.

Chris Cole &lt;chris_h_cole#yahoo.com&gt; identified a problem handling null passwords when loading a BKS keystore.

Tomas Krivanek &lt;tom#064atack.cz&gt; added checking of Sender header to SignedMailValidator.

Michael &lt;emfau#064t-online.de&gt; correction of field error in getResponse method in CertRepMessage.

Trevor Perrin &lt;trevor#064cryptography.com&gt; addition of constant time equals to avoid possible timing attacks.

Markus Kiläring &lt;markus#064primekey.se&gt; several enhancements to TimeStampResponseGenerator.

Dario Novakovic &lt;darionis#064yahoo.com&gt; fix for NPE when checking revocation reason on CRL without extensions.

Michael Smith &lt;msmith#064cbnc0.com&gt; bug fixes and enhancements to the CMP and CRMF classes, initial Master List classes.

Andrea Zilio &lt;andrea.zilio#064gmail.com&gt; fix for PEM password encryption of private keys.

Alex Birkett &lt;alex#064birkett.co.uk&gt; added support for EC cipher suites in TLS client (RFC 4492) [#BJA-291].

Wayne Grant &lt;waynedgrant#064gmail.com&gt; additional OIDs for PKCS10 and certificate generation support.
Frank Cornelis &lt;info@frankcornelis.be&gt; additional support classes for CAdES, enhancements to OCSP classes.

Jan Dittbener &lt;jan@dittbener.info&gt; addHeader patch for SMIME generator.

Bob McGowan &lt;boab.mcgoo@#064btinternet.com&gt; patch to support different object and mgf digests in PSS signing.

Frank Cornelis &lt;info@frankcornelis.be&gt; additional support classes for CAdES, enhancements to OCSP classes.

Jan Dittbener &lt;jan@dittbener.info&gt; addHeader patch for SMIME generator.

Bob McGowan &lt;boab.mcgoo@#064btinternet.com&gt; patch to support different object and mgf digests in PSS signing.

Ivo Matheis &lt;i.matheis@seeburger.de&gt; fix to padding verification in ISO-9796-1.

Marco Sandrini &lt;nessche@#064gmail.com&gt; patch to add IV to ISO9797Alg3Mac.

Alf Malf &lt;alfilmalf@#064hotmail.com&gt; removal of unnecessary limit in CMSContentInfoParser.

Alfonso Massa &lt;alfonso.massa@#064insiel.it&gt; contributions to CMS time stamp classes.

Giacomo Boccardo &lt;gboccardo@#064unimaticaspa.it&gt; initial work on CMSTimeStampedDataParser.

Arnis Tartu &lt;arnis@#064ut.ee&gt; patches for dealing with OIDs with specific key sizes associated in CMS.

Janusz Sikociski &lt;J.Sikocinski@#064gdzie.pl&gt; addition of Features subpacket support to OpenPGP API.

Juri Hudolejev &lt;jhudolejev@#064gmail.com&gt; JavaDoc fix to CMSSignedDataParser.

Liane Velten &lt;liane.velten@#064hjp-consulting.com&gt; fine tuning of code for DHParameters validation.

Shawn Willden &lt;swillden@#064google.com&gt; additional functionality to PGPKeyRing.

Atanas Krachev &lt;akrachev@#064gmail.com&gt; added support for revocation signatures in OpenPGP.

Mickael Laiking &lt;mickael.laiking@#064keynectis.com&gt; initial cut of EAC classes.

Tim Buktu &lt;tbuktu@#064hotmail.com&gt; Initial implementation of NTRU signing and encryption.

Bernd &lt;bernd@#064gmail.com&gt; Fix for open of PGP literal data stream with UTF-8 naming.

Steing Inge Morisbak &lt;stein.inge.morisbak@#064BEKK.no&gt; Test code for lower case Hex data in PEM headers.

Andreas Schmid &lt;andreas.schmid@#064tngetech.com&gt; Additional expiry time check in PGPPublicKeys.

Phil Steitz &lt;phil.steitz@#064gmail.com&gt; Final patch eliminating JCE dependencies in the OpenPGP BC classes.


PETar Petrov &lt;p.petrov@#064bers-soft.com&gt; Testing and debugging of UTF-8 OpenPGP passwords.

Daniel Fitzpatrick &lt;daniel.f.nwr@#064gmail.com&gt; Initial implementation of ephemeral key support for IES, initial implementations of RSA-KEM and ECIES-KEM, initial implementation of homogeneous projective coordinates for EC.

Andy Neilson &lt;Andy.Neilson@quest.com&gt; a further patches to deal with multiple providers and PEMReader.

Ted Shaw &lt;xiao.xj@#064gmail.com&gt; patch to MiscPEMGenerator for handling new PKCS10CeriticationRequests.

Eleriseth &lt;Eleriseth@WPECGLtYbVi8Rf6Y7Vz2Lvd2EUVW99v3yNV3IWROG8.fms&gt; speed up for SIC/CTR mode. Provider compatibility generalisations for EC operations.

Kenny Root &lt;kenny@#064the-b.org&gt; patch for issuerAltName, subjectAltName support in X509CertificateObject, BaseBlockCipher.getIV() patch for AEAD.

Maarten Bodewes &lt;maarten.bodewes@#064gmail.com&gt; initial implementation of HKDF and NIST SP 800-108 MAC based KDF functions.

Philip Clay &lt;pilf_b@#064yahoo.com&gt; Initial implementation of J-PAKE.

Brian Carlstrom &lt;bdc@#064carlstrom.com&gt; compliance patches for some JCA/JCE keystore and cipher classes, miscellaneous code quality improvements, intial provider PBKDF2WithHmacSHA1
<li>Samuel Lidén &lt;samuel#064primekey.se&gt; patch to add DSTU-4145 to DefaultSignatureAlgorithmFinder.</li>
<li>Sergio Demian Lerner &lt;sergiolerner#064certimix.com&gt; pointing out isInfinity issue in ECDSASigner signature verification.</li>
<li>Tim Whittington &lt;Tim.Whittington#064orionhealth.com&gt; patch to remove extra init call in CMac, additional of Memorable interface for Digest classes, initial implementation of GMAC, further correctness tests for IV and reset processing in OCB, CCM, and block cipher reset. Initial implementation of Skein, XSalsa20, ChaCha, reduced round Salsa20. Threefish, and the Poly1305 MAC. Documentation updates. Added OCB support to Noekeon and CAST6 in the provider, exception testing for CTS, optimisations for CCM, provider support for AAD cipher methods, safe CipherInputStream implementations for use with AAD and subsequent bug fixes, cleanup after IDEA patent expiry, work on JCE SipHash support, optimisations for AESFastEngine, further work on EncodableDigest for SHA-2 digests, contributions to BCrypt/OpenBSDBCrypt, PGP API documentation and code quality work.</li>
<li>Marcus Lundblad &lt;marcus.lundblad#064primekey.se&gt; patch for working around JDK jarsigner TSP bug, optional setting of IssuerSerial in TimeStampTokenGenerator, additional extensions enhancement for time stamp token generation.</li>
<li>Andrey Zhoshin &lt;zhoshim#064xrm.ru&gt; patch for override of TSP SignerInfo attributes.</li>
<li>Sergey Tiunov &lt;s5555d#064gmail.com&gt; initial cut of DVCS classes.</li>
<li>Damian Kolasa &lt;fatfredyy#064gmail.com&gt; ASN1Sequence patch for class cast issue in X9Curve.</li>
<li>Ash Hughes &lt;ashley.hughes#064blueyonder.co.uk&gt; patches for supporting PGPSecretKeyRing/PGPSecretKeys encodings with empty private keys, initial code for PGPSignatureSubpacketVector.getEmbeddedSignatures().</li>
<li>Daniel Hirscher &lt;dev#064daniel-hirscher.de&gt; patch to support parsing of explicit EC parameters in PEM files.</li>
<li>Daniele Ricci &lt;daniele.athome#064gmail.com&gt; initial implementation of EC keys for OpenPGP and RFC6637 support.</li>
<li>Matti Aarnio &lt;matti.aarnio#064methics.fi&gt; tweaks to any build to remove dependence on shell scripts. Initial SM3 digest implementation, some EC related code cleanups, JavaDoc improvements for ASN.1 classes, addition of NONEwithRSA to lightweight RSADigestSigner.</li>
<li>Babak Najafi &lt;bnajafi#064akamai.com&gt; fixes to OpenPGP NotationData to prevent truncation problems.</li>
<li>Eric M&uuml;ller &lt;eric.mueller#064sage.de&gt; additional standard algorithm name lookups in JcaPEMKeyConverter.</li>
<li>Martins Herberts &lt;Mathias.Herberts#064gmail.com&gt; fix to inOff usage in RFC3394WrapEngine.</li>
<li>Daniil Ivanov &lt;daniil.ivanov#064gmail.com&gt; addition of provider support for GOST HMAC SecretKeyFactory.</li>
<li>Daniele Grasso &lt;daniele.grasso86#064gmail.com&gt; contributions to final Key calculation code for SRP6.</li>
<li>Andrey Utkin &lt;cindrhc#064gmail.com&gt; patch to reconstruction of ECGOST keys from PrivateKeyInfo objects in provider classes.</li>
<li>Arnis Tartu &lt;arnis#064ut.ee&gt; checker for generated key vs OID in JceCMSContentEncryptorBuilder.</li>
<li>AxelVDB &lt;axel-vdb#064riseup.net&gt; initial implementation of Shacal2.</li>
<li>Roberto Tyley &lt;rob#064sage.de&gt; further work on completing gradle build.</li>
<li>Waldemar Dick &lt;wdick#064devmne.de&gt; code improvement in x500 ASN.1 package.</li>
<li>Sid Steward &lt;sid.steward#064pdflabs.com&gt; code improvements to ASN1Boolean.</li>
<li>Alex Klyubin &lt;klyubin#064google.com&gt; AlgorithmParameters check for EC key agreement.
Jonathan Gillett &lt;gsoc.student&#064gmail.com&gt; Initial support for block cipher IVs in ISEEngine, IES MAC length check bug fix.

Andreas Reiter &lt;andreas.reiter&#064iaik.tugraz.at&gt; Reported incomplete status of CertificateVerify processing in (D)TLS server, and provided fix.

Kieran Miller &lt;kieran.miller&#064gmail.com&gt; initial implementation for RFC 5649 key wrap with padding.

Oliver Ehli &lt;ehli&#064arago.de&gt; Additional support for BSI plain ECDSA in the provider.

Daniel Heldt &lt;Daniel.Heldt&#064cryptovision.com&gt; Initial support for encodable state message digests.

Robert Bushman &lt;bouncycastle&#064traxel.com&gt; Clean up of DirectKeySignature example.

Maurice Aarts &lt;arts&#064044rssecure.com&gt; updated to KDF generator to follow NIST SP 800-108.

Franziskus Kiefer &lt;https://github.com/franziskuskiefer&gt; initial implementation of Cramer-Shoup.

KB Sriram &lt;mail_kb&#064yahoo.com&gt; testing for odd encodings for PGP User Attribute Subpackets.

Marco Schulze &lt;marco&#064nightlabs.de&gt; Reported verification bug in GenericSigner.

Martin Schaef &lt;https://github.com/martinschaef&gt; contributed a code-cleanup patch.

dstutz &lt;https://github.com/dstutz&gt; added iteration count setters to PKCS#12 PBE mac/key generator builders.

Tobias Wich &lt;tosib.wich&#064ecsec.de&gt; Provided patch for TLS to work around servers sending Supported Elliptic Curves extension unexpectedly.

Hauke Mehrtens &lt;hauke&#064hauke-m.de&gt; TLS patch to add ECDHE-ECDSA CCM ciphersuites from RFC 7251.

Daniel Zimmerman &lt;dmz&#064galois.com&gt; Further key quality improvements to RSAKeyPairGenerator.

Jens Kapitza &lt;jl.kapitza&#064044schwarze-allianz.de&gt; Iterable support in OpenPGP API, code cleanup in OpenPGP API.

Johan Eklund &lt;johan&#064primekey.se&gt; update to RFC 6960 for OCSPObjectIdentifiers.

nikosn &lt;https://github.com/nikosn&gt; Fix to encoding of EC private keys to ensure encoding matches order length.

Axel von dem Bruch &lt;axel-vdb&#064riseup.net&gt; Contributions to BCrypt/OpenBSDBCrypt, original version of Blake2bDigest.

Derek Atkins &lt;derek&#064ihtfp.com&gt; Documentation fixes to X90ObjectIdentifiers.

Peter Jr Halicky &lt;peto&#064halicky.sk&gt; Correction to notification/error message handling in SignedMailValidator.

lartiguePierre &lt;https://github.com/lartiguePierre&gt; Fix for counter signature SID in CMSSignedData.

Thomas Belot &lt;thomas.belot+BC&#064044gmail.com&gt; initial CertPathLoopTest for demonstrating stack overflow issue.

Rich DiCroce &lt;https://github.com/rdcroce&gt; Initial implementation of server-side TLS-SRP support. TLS API extension to support non-blocking usage.

Björn Kautler &lt;https://github.com/Vampire&gt; Refinements to cert path validation (authority key addition, certificate order preservation).

Dominik Schummer &lt;https://github.com/dschuermann&gt; method for returning signatures/verifications without user IDs on PGPublicKey, method for exposing S2K in PGPSecretKey, constants for GNU protection modes in S2K classes, optional version header for armored output.

Michael &lt;MSKnete&#064044web.de&gt; initial fix for bitStrength issue for OpenPGP EC keys, correction for generic type on RecipientInformationStore.

Tobias Wagner &lt;toibias.wagner&#064044n-design.de&gt; Fix SecureRandom handling in BcAsymmetricKeyWrapper [BJA-536].
Sergio Giro &lt;sgiro@#064google.com&gt; Fixed adding of additional stores from CRL distribution point [#BJA-537], Fixed missing null check for CRL certificate issuer [#BJA-538], removal of risky zeroisation code in PBE.java, check for salt in PBEKeys that require it. </li>
<li>bschuette&lt;https://github.com/bschuette&gt; Fixed typo in DefaultSignatureAlgorithmIdentifierFinder, additional methods on CMSObjectDigestParser.</li>
<li>Leonard Dallot&lt;https://github.com/dallotTazTag&gt; Fix to S2K usage of none on changing passwords on keys without passwords originally.</li>
<li>Jan Willem Janssen &lt;j.w.janssen+bouncycastle#064xlxtreme.nl&gt; Support for DSAParameters in lightweight SubjectPublicKeyInfoFactory, initial object signer verifier for BC lightweight EC.</li>
<li>Sebastian Oerding &lt;sebastian.oerding@robotron.de&gt; Fixes to toObject() in x509.CertificatePolicies.</li>
<li>Kai Kramer &lt;kai.kramer#064gmail.com&gt; Code to deal with orphaned chain certificates in the PKCS#12 KeyStore.</li>
<li>Benoit Charles &lt;benoit.charels#064opentrust.com&gt; Fix for IES data length check on decryption.</li>
<li>Niko &lt;nfink95#064gmail.com&gt; fix to cast issue in getOutputSize() for ECIES.</li>
<li>akwizgran&lt;https://github.com/akwizgran&gt; Fixed clone of key in Blake2bDigest copy constructor, Blake2b reset issue for variant keys.</li>
<li>Matthias Edelhoff &lt;Matthias.Edelhoff#064cryptovision.com&gt; BasicConstraintsValidation pathlen fix in PKIX certpath classes.</li>
<li>Lukasz Deputat &lt;lukasz.deputat#064gmail.com&gt; Fixed bugs in TsUtils read methods [#BJA-592].</li>
<li>Justin Ludwig &lt;https://github.com/justinludwig&gt; Iterator fix for PGPO奂ectFactory to handle stream packets at start of iterated data.</li>
<li>Andr&eacute;acut, Berenguel &lt;https://github.com/berenguel&gt; Fix to include ECNamedCurveSpec in EC AlgorithmParameterSpi</li>
<li>Slawomir Jaranowski &lt;https://github.com/slawekjaranowski&gt; Patch to make cipher/hash/signature name methods in PGP internal API public.</li>
<li>Andrey Vasilyev&lt;https://github.com/andrey-vasilyev&gt; Initial implementation of GOST R 34.11-2012.</li>
<li>William Glanton &lt;wglanton77#064gmail.com&gt; Fixed bug in Poly1305 [#BJA-620].</li>
<li>jdvorak001&lt;https://github.com/jdvorak001&gt; Speed improvements for ASN.1 ObjectIdentifer cache.</li>
<li>Joseph Naegle &lt;naegle#064grierforensics.com&gt; Patch for handling multiple certificates in a DANE SMIMEA entry.</li>
<li>Andrew Bonventre&lt;https://github.com/andybons&gt; NullPointer patch for WNafUtil.</li>
<li>The Google Security Team (Project Wycheproof) &lt;https://github.com/google/wycheproof&gt; defect analysis and additional test cases for the provider.</li>
<li>Gorka Izazaki &lt;girazoki#064wpi.edu&gt; from Intel Security Center of Excellence &lt;https://security-center.intel.com/&gt; detection of the issue with AESFastEngine (CVE-2016-1000339), additional suggestions for improvement to hardening of AESEngine and finding cache sensitivities in EC key generation/signing.</li>
<li>Joerg Senekowitsch &lt;joerg.senekowitsch#064veridos.com&gt; patch to deal with hard coded boolean in EAC ECDSAPublicKey.</li>
<li>Alexandr Krivoshta &lt;wipe#064ya.ru&gt; N4 calculation fix to GOFB mode.</li>
<li>Artem Storozhuk &lt;storozh72#064gmail.com&gt; N4 calculation fix to GOFB mode.</li>
<li>Na Yu &lt;na.yu#064samsung.com&gt; Constructor patches to CMC PKIData.</li>
<li>Evangelos Karatsiolis &lt;ekaratsiolis#0644mtg.de&gt; Corrected use of explicit tagging in X.509 PolicyConstraints class.</li>
<li>VivleSoren &lt;https://github.com/VivleSoren&gt; additional constructor for McElieceCCA2PrivateKeyParameters.</li>
<li>mtausig &lt;https://github.com/mtausig&gt; JavaDoc fix for MCSEncryptedDataGenerator.</li>
BrokenKDF2BytesGenerator.</li>
<li>Sebastian Wolfgang Roland &lt;sebastianwolfgang.roland@stud.tu-darmstadt.de&gt; Initial XMSS/XMSS-MT implementation.</li>
<li>didisoft &lt;https://github.com/didisoft&gt; test code for PGP signature removal involving user ids.</li>
<li>Mike Safonov &lt;https://github.com/MikeSafonov&gt; initial implementation of GOST3410-2012 for light weight provider and JCA, parameters patches for ECGOST keys, initial implementation of GOST3412-2015, addition of fromExtensions() for CRLDistPoint.</li>
<li>Artem Storozhuk &lt;storozh72#064gmail.com&gt; initial implementation of DSTU7564 (digest) and DSTU7624 (cipher) and their associated modes.</li>
<li>Sebastian Wolfgang Roland &lt;sebastianwolfgang.roland@stud.tu-darmstadt.de&gt; Initial XMSS/XMSS-MT implementation.</li>
<li>didisoft &lt;https://github.com/didisoft&gt; test code for PGP signature removal involving user ids.</li>
<li>Mike Safonov &lt;https://github.com/MikeSafonov&gt; initial implementation of GOST3410-2012 for light weight provider and JCA, parameters patches for ECGOST keys, initial implementation of GOST3412-2015, addition of fromExtensions() for CRLDistPoint.</li>
<li>Andreas Gadermaier &lt;up.gadermaier&#064gmail.com&gt; initial version of Argon2 PBKDF algorithm.</li>
<li>Tony Washer &lt;tony.washer@yahoo.co.uk&gt; review of qTesla, Java 1.9 module code, additional test code and debugging for GOST, DSTU, and ECNR algorithms. Initial lightweight implementation of the ZUC ciphers and macs.</li>
<li>Vincent Bouckaert &lt;https://github.com/veebee&gt; initial version of RFC 4998 ASN.1 classes.</li>
<li>Tony Washer &lt;https://github.com/tonywasher&gt; ECIESKeyEncapsulation fix for use of OldCofactor mode. Submitted ChaCha20Poly1305 prototype.</li>
<li>Gabriel Sroka &lt;https://github.com/gabrielsroka&gt; corrected comments in RSA validation.</li>
<li>Aurimas Liutikas &lt;https://github.com/liutikas&gt; JavaDoc patches to ReasonsMask.</li>
<li>Tony Washer &lt;https://github.com/tonywasher&gt; ECIESKeyEncapsulation fix for use of OldCofactor mode. Submitted ChaCha20Poly1305 prototype.</li>
<li>Gilis95 &lt;https://github.com/Gilis95&gt; improved JSSE compatibility for setEnabledCipherSuites.</li>
<li>Haemin Yoo &lt;https://github.com/yoohaemin&gt; JavaDoc fixes.</li>
<li>Antoine Toulme &lt;https://github.com/atouleme&gt; Initial implementation of EthereumISEEngine.</li>
<li>Golden Looly &lt;https://github.com/looly&gt; Patch for addition of C1C3C2 mode to SM2Engine.</li>
<li>Moses Palm&eacute;r, TrueSec &lt;Henrik.Palmer&#064truesec.se&gt; Additional improvements to constant time comparisons.</li>
<li>Haeusler &lt;https://github.com/THausherr&gt; Addition generic support for CMS/TSP functions.</li>
<li>Gaylor Bosson &lt;https://github.com/Gilthoniel&gt; Initial implementation of Blake2xs.</li>
<li>gaellalire &lt;https://github.com/gaellalire&gt; Patch for unprotected PGP private keys as SExpr.</li>
<li>m-scooter &lt;https://github.com/m-scooter&gt; Patch for case-insensitive behaviour of Param-Z.</li>
<li>Nick hitchan &lt;https://github.com/hitchan&gt; Fix for typo in engineInitSign() in EdEc SignatureSpi.</li>
<li>dbusche &lt;https://github.com/dbusche&gt; Argon2 optimisations.</li>
<li>Daniel Heldt &lt;https://github.com/dheldt&gt; Fixing encodings in unicode tests to allow a wider range of Java compilers to work. Tweak to inheritance in JceKeyAgreeRecipient.</li>
<li>Ugochukwu Mnaduekwe &lt;https://github.com/Xor-el&gt; Fix for initially bugged legacy Integers.numberOfLeadingZeros method.</li>
<li>Gsealy &lt;https://github.com/Gsealy&gt; addition of PBKDF2withHmacSM3 to the provider.</li>
<li>aphuang2013 &lt;https://github.com/aphuang2013&gt; update to path validation in EST service for ClearPath EST.</li>
<li>Kevin Herron &lt;https://github.com/kevinherron&gt; Initial ChaCha20Poly1305 prototype.</li>
<li>vkreml &lt;https://github.com/svkreml&gt; GOST compliance change for DefaultCMSSignatureEncryptionAlgorithmFinder.</li>
<li>Tobias Ospelt &lt;https://github.com/064pentagrid.ch&gt; Identification of 1.63 regression in ASN.1 parsing.</li>
</ul>

1.568 ansi-gray 0.1.1 0.1.1

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1.570 lowercase-keys 1.0.1 1.0.1

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1.571 npmlog 4.1.2 4.1.2

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1.572 is-whitespace-character 1.0.4 1.0.4

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1.573 pause-stream 0.0.11 0.0.11

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SHAREDLIBCXXFLAGS = -fPIC
SHAREDLIBCPPFLAGS = -DPIC

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

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

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

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

## Shared object suffix
SO = so

## Non-shared intermediate object suffix
STATIC_O = ao

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

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

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

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

## Versioned libraries rules
## Bind internal references

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

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

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

## End BSD-specific setup

---

**1.594 elfutils 0.165 3ubuntu1.2**

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## stream-consume 0.1.1

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```javascript
# stream-consume

A node module ensures a Readable stream continues flowing if it's not piped to another destination.

npm install stream-consume

## Usage

Simply pass a stream to `stream-consume`.
Both legacy streams and streams2 are supported.

```javascript
```var consume = require('stream-consume');

consume(readableStream);
```

## Details

Only Readable streams are processed (as determined by presence of `readable` property and a `resume` property that is a function). If called with anything else, it's a NOP.

For a streams2 stream (as determined by presence of a `_readableState` property), nothing is done if the stream has already been piped to at least one other destination.

`resume()` is used to cause the stream to continue flowing.

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1.630 axe-core 4.3.3 4.3.3
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1.632 babel-plugin-transform-es2015-function-name 6.24.1 6.24.1

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## -*-makefile-*-

## BSD-specific setup (FreeBSD, OpenBSD, NetBSD, *BSD)
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## Commands to generate dependency files
GEN_DEPS.c=$(CC) -E -MM $(DEFS) $(CPPFLAGS)
GEN_DEPS.cc=$(CXX) -E -MM $(DEFS) $(CPPFLAGS)

## Flags for position independent code
SHAREDLIBCFLAGS = -fPIC
SHAREDLIBCXXFLAGS = -fPIC
SHAREDLIBCPPFLAGS = -DPIC

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

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

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

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

## Shared object suffix
SO = so
## Non-shared intermediate object suffix
STATIC_O = ao

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

%.$(STATIC_O): $(sdir)/%.cpp
## Dependency rules

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

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

## Versioned libraries rules

%.$(SO).$(SO_TARGET_VERSION_MAJOR): %.$(SO).$(SO_TARGET_VERSION)
$(RM) $@ && ln -s ${<F} $@
%.$(SO): %.$(SO).$(SO_TARGET_VERSION_MAJOR)
$(RM) $@ && ln -s {<F}.$(SO).$(SO_TARGET_VERSION_MAJOR) $@

## End FreeBSD-specific setup

1.634 eslint-plugin-import 2.24.2 2.24.2

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1.635 debug 3.2.6 3.2.6
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1.637 expand-tilde 2.0.2 2.0.2

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 */
/**

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

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* /opt/cola/permits/1110675684_1606843710.64/0/guava-25-0-jre-sources-4-jar/com/google/common/collection/ConcurrentHashMultiset.java
* /opt/cola/permits/1110675684_1606843710.64/0/guava-25-0-jre-sources-4-jar/com/google/common/collection/ComparatorOrdering.java
* /opt/cola/permits/1110675684_1606843710.64/0/guava-25-0-jre-sources-4-jar/com/google/common/collection/AbstractMultiset.java
* /opt/cola/permits/1110675684_1606843710.64/0/guava-25-0-jre-sources-4-jar/com/google/common/collection/ReverseNaturalOrdering.java
* /opt/cola/permits/1110675684_1606843710.64/0/guava-25-0-jre-sources-4-jar/com/google/common/collection/ImmutableSet.java
* /opt/cola/permits/1110675684_1606843710.64/0/guava-25-0-jre-sources-4-jar/com/google/common/collection/ForwardingSortedSet.java
* /opt/cola/permits/1110675684_1606843710.64/0/guava-25-0-jre-sources-4-jar/com/google/common/collection/ForwardingListIterator.java
* /opt/cola/permits/1110675684_1606843710.64/0/guava-25-0-jre-sources-4-jar/com/google/common/collection/TreeMultimap.java
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* /opt/cola/permits/1110675684_1606843710.64/0/guava-25-0-jre-sources-4.jar/com/google/common/collections/LinkedListMultimap.java
* /opt/cola/permits/1110675684_1606843710.64/0/guava-25-0-jre-sources-4.jar/com/google/common/collections/ForwardingSortedMap.java
* /opt/cola/permits/1110675684_1606843710.64/0/guava-25-0-jre-sources-4.jar/com/google/common/collections/Iterators.java
* /opt/cola/permits/1110675684_1606843710.64/0/guava-25-0-jre-sources-4.jar/com/google/common/collections/ExplicitOrdering.java
* /opt/cola/permits/1110675684_1606843710.64/0/guava-25-0-jre-sources-4.jar/com/google/common/collections/LexicographicalOrdering.java
* /opt/cola/permits/1110675684_1606843710.64/0/guava-25-0-jre-sources-4.jar/com/google/common/collections/Multiset.java
* /opt/cola/permits/1110675684_1606843710.64/0/guava-25-0-jre-sources-4.jar/com/google/common/collections/LinkedHashMultiset.java
* /opt/cola/permits/1110675684_1606843710.64/0/guava-25-0-jre-sources-4.jar/com/google/common/collections/SetMultimap.java
* /opt/cola/permits/1110675684_1606843710.64/0/guava-25-0-jre-sources-4.jar/com/google/common/collections/package-info.java
* /opt/cola/permits/1110675684_1606843710.64/0/guava-25-0-jre-sources-4.jar/com/google/common/collections/UsingToStringOrdering.java
* /opt/cola/permits/1110675684_1606843710.64/0/guava-25-0-jre-sources-4.jar/com/google/common/collections/HashMultimap.java
* /opt/cola/permits/1110675684_1606843710.64/0/guava-25-0-jre-sources-4.jar/com/google/common/collections/NaturalOrdering.java
* /opt/cola/permits/1110675684_1606843710.64/0/guava-25-0-jre-sources-4.jar/com/google/common/collections/SortedSetMultimap.java
* /opt/cola/permits/1110675684_1606843710.64/0/guava-25-0-jre-sources-4.jar/com/google/common/collections/NullsLastOrdering.java
* /opt/cola/permits/1110675684_1606843710.64/0/guava-25-0-jre-sources-4.jar/com/google/common/collections/Multisets.java
* /opt/cola/permits/1110675684_1606843710.64/0/guava-25-0-jre-sources-4.jar/com/google/common/collections/Maps.java
* /opt/cola/permits/1110675684_1606843710.64/0/guava-25-0-jre-sources-4.jar/com/google/common/collections/ForwardingConcurrentMap.java
* /opt/cola/permits/1110675684_1606843710.64/0/guava-25-0-jre-sources-4.jar/com/google/common/collections/ForwardingMultiset.java
* /opt/cola/permits/1110675684_1606843710.64/0/guava-25-0-jre-sources-4.jar/com/google/common/collections/Interner.java
* /opt/cola/permits/1110675684_1606843710.64/0/guava-25-0-jre-sources-4.jar/com/google/common/collections/RegularImmutableSet.java
* /opt/cola/permits/1110675684_1606843710.64/0/guava-25-0-jre-sources-4.jar/com/google/common/collections/Iterables.java
* /opt/cola/permits/1110675684_1606843710.64/0/guava-25-0-jre-sources-4.jar/com/google/common/collections/ForwardingCollection.java
* /opt/cola/permits/1110675684_1606843710.64/0/guava-25-0-jre-sources-4.jar/com/google/common/collections/MapDifference.java
* /opt/cola/permits/1110675684_1606843710.64/0/guava-25-0-jre-sources-4.jar/com/google/common/collection/AbstractBiMap.java
* /opt/cola/permits/1110675684_1606843710.64/0/guava-25-0-jre-sources-4.jar/com/google/common/collection/EnumHashBiMap.java
* /opt/cola/permits/1110675684_1606843710.64/0/guava-25-0-jre-sources-4.jar/com/google/common/collection/BiMap.java
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* /opt/cola/permits/1110675684_1606843710.64/0/guava-25-0-jre-sources-4.jar/com/google/common/collection/ArrayListMultimap.java
* /opt/cola/permits/1110675684_1606843710.64/0/guava-25-0-jre-sources-4.jar/com/google/common/collection/ForwardingMap.java
* /opt/cola/permits/1110675684_1606843710.64/0/guava-25-0-jre-sources-4.jar/com/google/common/collection/ForwardingMapEntry.java
* /opt/cola/permits/1110675684_1606843710.64/0/guava-25-0-jre-sources-4.jar/com/google/common/collection/AbstractIterator.java
* /opt/cola/permits/1110675684_1606843710.64/0/guava-25-0-jre-sources-4.jar/com/google/common/collection/AbstractListMultimap.java
* /opt/cola/permits/1110675684_1606843710.64/0/guava-25-0-jre-sources-4.jar/com/google/common/collection/HashMultiset.java
* /opt/cola/permits/1110675684_1606843710.64/0/guava-25-0-jre-sources-4.jar/com/google/common/collection/ImmutableList.java
* /opt/cola/permits/1110675684_1606843710.64/0/guava-25-0-jre-sources-4.jar/com/google/common/collection/Synchronized.java
* /opt/cola/permits/1110675684_1606843710.64/0/guava-25-0-jre-sources-4.jar/com/google/common/collection/ListMultimap.java
* /opt/cola/permits/1110675684_1606843710.64/0/guava-25-0-jre-sources-4.jar/com/google/common/collection/ForwardingIterator.java
* /opt/cola/permits/1110675684_1606843710.64/0/guava-25-0-jre-sources-4.jar/com/google/common/collection/MutableClassToInstanceMap.java
* /opt/cola/permits/1110675684_1606843710.64/0/guava-25-0-jre-sources-4.jar/com/google/common/collection/AbstractSortedSetMultimap.java
* /opt/cola/permits/1110675684_1606843710.64/0/guava-25-0-jre-sources-4.jar/com/google/common/collection/ClassToInstanceMap.java
* /opt/cola/permits/1110675684_1606843710.64/0/guava-25-0-jre-sources-4.jar/com/google/common/collection/AbstractSetMultimap.java
* /opt/cola/permits/1110675684_1606843710.64/0/guava-25-0-jre-sources-4.jar/com/google/common/collection/ForwardingQueue.java
* /opt/cola/permits/1110675684_1606843710.64/0/guava-25-0-jre-sources-4.jar/com/google/common/collection/NullsFirstOrdering.java
* /opt/cola/permits/1110675684_1606843710.64/0/guava-25-0-jre-sources-4.jar/com/google/common/collection/Multimaps.java
* /opt/cola/permits/1110675684_1606843710.64/0/guava-25-0-jre-sources-4.jar/com/google/common/collection/ForwardingObject.java
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* /opt/cola/permits/1110675684_1606843710.64/0/guava-25-0-jre-sources-4-jar/com/google/common/collect/AbstractMapBasedMultiset.java
* /opt/cola/permits/1110675684_1606843710.64/0/guava-25-0-jre-sources-4-jar/com/google/common/collect/ForwardingMultimap.java
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* /opt/cola/permits/1110675684_1606843710.64/0/guava-25-0-jre-sources-4-jar/com/google/common/collect/AbstractMapEntry.java
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* /opt/cola/permits/1110675684_1606843710.64/0/guava-25-0-jre-sources-4-jar/com/google/common/collect/EnumBiMap.java
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  jar/com/google/common/collection/ImmutableSortedSetFauxverideShim.java
* /opt/cola/permits/1110675684_1606843710.64/0/guava-25-0-jre-sources-4-
  jar/com/google/common/collection/SingletonImmutableList.java
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  jar/com/google/common/collection/RegularImmutableList.java
* /opt/cola/permits/1110675684_1606843710.64/0/guava-25-0-jre-sources-4-
  jar/com/google/common/collection/ArrayTable.java
* /opt/cola/permits/1110675684_1606843710.64/0/guava-25-0-jre-sources-4-
  jar/com/google/common/collection/AbstractIndexedListIterator.java
* /opt/cola/permits/1110675684_1606843710.64/0/guava-25-0-jre-sources-4-
  jar/com/google/common/collection/ImmutableAsList.java
* /opt/cola/permits/1110675684_1606843710.64/0/guava-25-0-jre-sources-4-
  jar/com/google/common/collection/ComputationException.java
* /opt/cola/permits/1110675684_1606843710.64/0/guava-25-0-jre-sources-4-
  jar/com/google/common/collection/ComparisonChain.java
* /opt/cola/permits/1110675684_1606843710.64/0/guava-25-0-jre-sources-4-
  jar/com/google/common/collection/ForwardingTable.java
* /opt/cola/permits/1110675684_1606843710.64/0/guava-25-0-jre-sources-4-
  jar/com/google/common/collection/ImmutableSetMultimap.java
* /opt/cola/permits/1110675684_1606843710.64/0/guava-25-0-jre-sources-4-
  jar/com/google/common/collection/ImmutableEnumSet.java
* /opt/cola/permits/1110675684_1606843710.64/0/guava-25-0-jre-sources-4-
  jar/com/google/common/collection/EmptyImmutableSetMultimap.java
* /opt/cola/permits/1110675684_1606843710.64/0/guava-25-0-jre-sources-4-
  jar/com/google/common/collection/RegularImmutableSortedSet.java
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* /opt/cola/permits/1110675684_1606843710.64/0/guava-25-0-jre-sources-4-jar/com/google/common/collections/ImmutableMapEntry.java
* /opt/cola/permits/1110675684_1606843710.64/0/guava-25-0-jre-sources-4-jar/com/google/common/collections/MultimapBuilder.java

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* /opt/cola/permits/1110675684_1606843710.64/0/guava-25-0-jre-sources-4-jar/com/google/common/collection/IndexedImmutableSet.java

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* /opt/cola/permits/1110675684_1606843710.64/0/guava-25-0-jre-sources-4-jar/com/google/common/net/HttpHeaders.java
* /opt/cola/permits/1110675684_1606843710.64/0/guava-25-0-jre-sources-4-jar/com/google/common/base/Present.java
* /opt/cola/permits/1110675684_1606843710.64/0/guava-25-0-jre-sources-4-jar/com/google/common/util/concurrent/ExecutionError.java
* /opt/cola/permits/1110675684_1606843710.64/0/guava-25-0-jre-sources-4-jar/com/google/common/util/concurrent/AbstractListeningExecutorService.java
* /opt/cola/permits/1110675684_1606843710.64/0/guava-25-0-jre-sources-4-jar/com/google/common/util/concurrent/AbstractScheduledService.java
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* /opt/cola/permits/1110675684_1606843710.64/0/guava-25-0-jre-sources-4.jar/com/google/common/hash/BloomFilterStrategies.java
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* /opt/cola/permits/1110675684_1606843710.64/0/guava-25-0-jre-sources-4.jar/com/google/common/math/BigIntegerMath.java
* /opt/cola/permits/1110675684_1606843710.64/0/guava-25-0-jre-sources-4.jar/com/google/common/math/MathPreconditions.java
* /opt/cola/permits/1110675684_1606843710.64/0/guava-25-0-jre-sources-4.jar/com/google/common/hash/AbstractCompositeHashFunction.java
* /opt/cola/permits/1110675684_1606843710.64/0/guava-25-0-jre-sources-4.jar/com/google/common/hash/Hashing.java
* /opt/cola/permits/1110675684_1606843710.64/0/guava-25-0-jre-sources-4.jar/com/google/common/cache/RemovalListener.java
* /opt/cola/permits/1110675684_1606843710.64/0/guava-25-0-jre-sources-4.jar/com/google/common/primitives/UnsignedLongs.java
* /opt/cola/permits/1110675684_1606843710.64/0/guava-25-0-jre-sources-4.jar/com/google/common/collect/BoundType.java
* /opt/cola/permits/1110675684_1606843710.64/0/guava-25-0-jre-sources-4.jar/com/google/common/net/HostAndPort.java
* /opt/cola/permits/1110675684_1606843710.64/0/guava-25-0-jre-sources-4.jar/com/google/common/collect/TreeRangeSet.java
* /opt/cola/permits/1110675684_1606843710.64/0/guava-25-0-jre-sources-4.jar/com/google/common/primitives/UnsignedInteger.java
* /opt/cola/permits/1110675684_1606843710.64/0/guava-25-0-jre-sources-4.jar/com/google/common/primitives/UnsignedLong.java
* /opt/cola/permits/1110675684_1606843710.64/0/guava-25-0-jre-sources-4.jar/com/google/common/hash/HashingOutputStream.java
* /opt/cola/permits/1110675684_1606843710.64/0/guava-25-0-jre-sources-4.jar/com/google/common/collect/AbstractSortedMultiset.java
* /opt/cola/permits/1110675684_1606843710.64/0/guava-25-0-jre-sources-4.jar/com/google/common/hash/HashFunction.java
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* /opt/cola/permits/1110675684_1606843710.64/0/guava-25-0-jre-sources-4.jar/com/google/common/hash/Murmur3_128HashFunction.java
* /opt/cola/permits/1110675684_1606843710.64/0/guava-25-0-jre-sources-4.jar/com/google/common/cache/CacheLoader.java
* /opt/cola/permits/1110675684_1606843710.64/0/guava-25-0-jre-sources-4.jar/com/google/common/cache/Cache.java
* /opt/cola/permits/1110675684_1606843710.64/0/guava-25-0-jre-sources-4.jar/com/google/common/util/concurrent/ForwardingExecutorService.java
* /opt/cola/permits/1110675684_1606843710.64/0/guava-25-0-jre-sources-4.jar/com/google/common/cache/LoadingCache.java
* /opt/cola/permits/1110675684_1606843710.64/0/guava-25-0-jre-sources-4.jar/com/google/common/hash/PrimitiveSink.java
* /opt/cola/permits/1110675684_1606843710.64/0/guava-25-0-jre-sources-4.jar/com/google/common/util/concurrent/Uninterruptibles.java
* /opt/cola/permits/1110675684_1606843710.64/0/guava-25-0-jre-sources-4.jar/com/google/common/cache/CacheStats.java
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* /opt/cola/permits/1110675684_1606843710.64/0/guava-25-0-jre-sources-4.jar/com/google/common/collection/DescendingImmutableSortedMultiset.java
* /opt/cola/permits/1110675684_1606843710.64/0/guava-25-0-jre-sources-4.jar/com/google/common/hash/Funnel.java
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* /opt/cola/permits/1110675684_1606843710.64/0/guava-25-0-jre-sources-4.jar/com/google/common/hash/Crc32cHashFunction.java
* /opt/cola/permits/1110675684_1606843710.64/0/guava-25-0-jre-sources-4.jar/com/google/common/hash/AbstractStreamingHasher.java
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* /opt/cola/permits/1110675684_1606843710.64/0/guava-25-0-jre-sources-4.jar/com/google/common/math/IntMath.java
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* /opt/cola/permits/1110675684_1606843710.64/0/guava-25-0-jre-sources-4.jar/com/google/common/cache/LongAdder.java
* /opt/cola/permits/1110675684_1606843710.64/0/guava-25-0-jre-sources-4.jar/com/google/common/hash/Striped64.java
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jar/com/google/common/eventbus/SubscriberRegistry.java
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jar/com/google/common/eventbus/Dispatcher.java
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jar/com/google/common/util/concurrent/ListenerCallQueue.java
* /opt/cola/permits/1110675684_1606843710.64/0/guava-25-0-jre-sources-4-jar/com/google/common/util/concurrent/TrustedListenableFutureTask.java
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* /opt/cola/permits/1110675684_1606843710.64/0/guava-25-0-jre-sources-4-jar/com/google/common/collection/ForwardingSortedMultiset.java
* /opt/cola/permits/1110675684_1606843710.64/0/guava-25-0-jre-sources-4-jar/com/google/common/collection/RangeSet.java
* /opt/cola/permits/1110675684_1606843710.64/0/guava-25-0-jre-sources-4-jar/com/google/common/collection/GeneralRange.java
* /opt/cola/permits/1110675684_1606843710.64/0/guava-25-0-jre-sources-4-jar/com/google/common/collection/ImmutableSortedMultisetFauxverideShim.java
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* /opt/cola/permits/1110675684_1606843710.64/0/guava-25-0-jre-sources-4-jar/com/google/common/collection/AbstractRangeSet.java
* /opt/cola/permits/1110675684_1606843710.64/0/guava-25-0-jre-sources-4-jar/com/google/common/collection/SortedIterable.java
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* /opt/cola/permits/1110675684_1606843710.64/0/guava-25-0-jre-sources-4-jar/com/google/common/util/concurrent/InterruptibleTask.java
* /opt/cola/permits/1110675684_1606843710.64/0/guava-25-0-jre-sources-4-jar/com/google/common/util/concurrent/CombinedFuture.java
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* /opt/cola/permits/1110675684_1606843710.64/0/guava-25-0-jre-sources-4-jar/com/google/common/io/ReaderInputStream.java
* /opt/cola/permits/1110675684_1606843710.64/0/guava-25-0-jre-sources-4-jar/com/google/common/collect/ConsumingQueueIterator.java
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* /opt/cola/permits/1110675684_1606843710.64/0/guava-25-0-jre-sources-4-jar/com/google/common/util/concurrent/Atomics.java
* /opt/cola/permits/1110675684_1606843710.64/0/guava-25-0-jre-sources-4-jar/com/google/common/util/concurrent/Monitor.java
* /opt/cola/permits/1110675684_1606843710.64/0/guava-25-0-jre-sources-4-jar/com/google/common/util/concurrent/ListeningExecutorService.java
* /opt/cola/permits/1110675684_1606843710.64/0/guava-25-0-jre-sources-4-jar/com/google/common/annotations/Beta.java
* /opt/cola/permits/1110675684_1606843710.64/0/guava-25-0-jre-sources-4-jar/com/google/common/base/Ascii.java

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

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  jar/com/google/common/util/concurrent/ImmediateFuture.java
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  jar/com/google/common/escape/CharEscaperBuilder.java
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  jar/com/google/common/util/concurrent/SimpleTimeLimiter.java
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  jar/com/google/common/util/concurrent/UncheckedTimeoutException.java
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* /opt/cola/permits/1110675684_1606843710.64/0/guava-25-0-jre-sources-4-
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jar/com/google/common/util/concurrent/FluentFuture.java
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* /opt/cola/permits/1110675684_1606843710.64/0/guava-25-0-jre-sources-4-
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 */
/**
 * Holder for extra methods of {code Objects} only in web. Intended to be empty for regular
 * version.
 */

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* /opt/cola/permits/1110675684_1606843710.64/0/guava-25-0-jre-sources-4-
jar/com/google/common/base/ExtraObjectsMethodsForWeb.java
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jar/com/google/common/collection/UnmodifiableListIterator.java
* /opt/cola/permits/1110675684_1606843710.64/0/guava-25-0-jre-sources-4-
jar/com/google/common/collection/RowSortedTable.java
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*/
/**
 * Returns an array containing all of the elements in the specified collection. This method
 * returns the elements in the order they are returned by the collection's iterator. The returned
 * array is "safe" in that no references to it are maintained by the collection. The caller is
 * thus free to modify the returned array.
 *
 * <p>This method assumes that the collection size doesn't change while the method is running.
 *
 * <p>TODO(kevinb): support concurrently modified collections?
 *
 * @param c the collection for which to return an array of elements
 */

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* /opt/cola/permits/1110675684_1606843710.64/0/guava-25-0-jre-sources-4-jar/com/google/common/io/CharSequenceReader.java
* /opt/cola/permits/1110675684_1606843710.64/0/guava-25-0-jre-sources-4-jar/com/google/common/base/Utf8.java
* /opt/cola/permits/1110675684_1606843710.64/0/guava-25-0-jre-sources-4-jar/com/google/common/eventbus/SubscriberExceptionContext.java
* /opt/cola/permits/1110675684_1606843710.64/0/guava-25-0-jre-sources-4-jar/com/google/common/base/Verify.java
* /opt/cola/permits/1110675684_1606843710.64/0/guava-25-0-jre-sources-4-jar/com/google/thirdparty/publicsuffix/PublicSuffixType.java
* /opt/cola/permits/1110675684_1606843710.64/0/guava-25-0-jre-sources-4-jar/com/google/common/eventbus/SubscriberExceptionHandler.java
* /opt/cola/permits/1110675684_1606843710.64/0/guava-25-0-jre-sources-4-jar/com/google/common/collect/AbstractTable.java
* /opt/cola/permits/1110675684_1606843710.64/0/guava-25-0-jre-sources-4-jar/com/google/common/collect/FilteredMultimapValues.java
* /opt/cola/permits/1110675684_1606843710.64/0/guava-25-0-jre-sources-4-jar/com/google/common/hash/HashingInputStream.java
* /opt/cola/permits/1110675684_1606843710.64/0/guava-25-0-jre-sources-4-jar/com/google/common/base/VerifyException.java
* /opt/cola/permits/1110675684_1606843710.64/0/guava-25-0-jre-sources-4-jar/com/google/common/base/Pattern Compiler.java
* /opt/cola/permits/1110675684_1606843710.64/0/guava-25-0-jre-sources-4-jar/com/google/common/base/CommonPattern.java
* /opt/cola/permits/1110675684_1606843710.64/0/guava-25-0-jre-sources-4-jar/com/google/common/base/CommonMatcher.java
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jar/com/google/common/collection/ImmutableSortedAsList.java
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    jar/com/google/common/primitives/Primitives.java
  * /opt/cola/permits/1110675684_1606843710.64/0/guava-25-0-jre-sources-4-
    jar/com/google/common/io/LineReader.java
  * /opt/cola/permits/1110675684_1606843710.64/0/guava-25-0-jre-sources-4-
    jar/com/google/common/base/Predicates.java
  * /opt/cola/permits/1110675684_1606843710.64/0/guava-25-0-jre-sources-4-
    jar/com/google/common/base/Objects.java
  * /opt/cola/permits/1110675684_1606843710.64/0/guava-25-0-jre-sources-4-
    jar/com/google/common/base/Function.java
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    jar/com/google/common/base/Defaults.java
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    jar/com/google/common/eventbus/AsyncEventBus.java
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    jar/com/google/common/eventbus/Subscribe.java
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    jar/com/google/common/io/ByteStreams.java
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    jar/com/google/common/collection/EnumMultiset.java
  * /opt/cola/permits/1110675684_1606843710.64/0/guava-25-0-jre-sources-4-
    jar/com/google/common/io/LittleEndianDataInputStream.java
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    jar/com/google/common/base/Predicate.java
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    jar/com/google/common/eventbus/package-info.java
  * /opt/cola/permits/1110675684_1606843710.64/0/guava-25-0-jre-sources-4-
    jar/com/google/common/io/CountingOutputStream.java
  * /opt/cola/permits/1110675684_1606843710.64/0/guava-25-0-jre-sources-4-
    jar/com/google/common/io/MultiInputStream.java
  * /opt/cola/permits/1110675684_1606843710.64/0/guava-25-0-jre-sources-4-
    jar/com/google/common/base/FinalizableReference.java
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jar/com/google/common/base/FinalizableReferenceQueue.java
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* /opt/cola/permits/1110675684_1606843710.64/0/guava-25-0-jre-sources-4-jar/com/google/common/io/CharStreams.java
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* /opt/cola/permits/1110675684_1606843710.64/0/guava-25-0-jre-sources-4.jar/com/google/common/base/Charsets.java
* /opt/cola/permits/1110675684_1606843710.64/0/guava-25-0-jre-sources-4.jar/com/google/common/base/Preconditions.java
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 *
 * As of 2010/06/11, this method is identical to the (package private) hash method in OpenJDK 7's
 * java.util.HashMap class.
 */

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* /opt/cola/permits/1110675684_1606843710.64/0/guava-25-0-jre-sources-4-jar/com/google/common/hash/ImmutableSupplier.java
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* /opt/cola/permits/1110675684_1606843710.64/0/guava-25-0-jre-sources-4-jar/com/google/common/graph/AbstractBaseGraph.java
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  jar/com/google/common/graph/package-info.java
* /opt/cola/permits/1110675684_1606843710.64/0/guava-25-0-jre-sources-4-
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* /opt/cola/permits/1110675684_1606843710.64/0/guava-25-0-jre-sources-4-jar/com/google/common/util/concurrent/RateLimiter.java
* /opt/cola/permits/1110675684_1606843710.64/0/guava-25-0-jre-sources-4-jar/com/google/common/collect/ImmutableRangeMap.java
* /opt/cola/permits/1110675684_1606843710.64/0/guava-25-0-jre-sources-4-jar/com/google/common/collect/Parameter.java
* /opt/ cola/permits/1110675684_1606843710.64/0/guava-25-0-jre-sources-4-jar/com/google/common/reflect/TypeToInstanceOfMap.java
* /opt/cola/permits/1110675684_1606843710.64/0/guava-25-0-jre-sources-4-jar/com/google/common/math/StatsAccumulator.java
* /opt/cola/permits/1110675684_1606843710.64/0/guava-25-0-jre-sources-4-jar/com/google/common/math/StatsAccumulator.java
* /opt/cola/permits/1110675684_1606843710.64/0/guava-25-0-jre-sources-4-jar/com/google/common/reflect/Parameter.java
* /opt/cola/permits/1110675684_1606843710.64/0/guava-25-0-jre-sources-4-jar/com/google/common/hash/SipHashFunction.java
* /opt/cola/permits/1110675684_1606843710.64/0/guava-25-0-jre-sources-4-
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jar/com/google/common/reflect/AbstractInvocationHandler.java
* /opt/cola/permits/110675684_1606843710.64/0/guava-25-0-jre-sources-4-
jar/com/google/common/io/ByteSource.java
* /opt/cola/permits/110675684_1606843710.64/0/guava-25-0-jre-sources-4-
jar/com/google/common/reflect/ClassPath.java
* /opt/cola/permits/110675684_1606843710.64/0/guava-25-0-jre-sources-4-
jar/com/google/common/reflect/Element.java
* /opt/cola/permits/110675684_1606843710.64/0/guava-25-0-jre-sources-4-
jar/com/google/common/io/FileWriteMode.java
* /opt/cola/permits/110675684_1606843710.64/0/guava-25-0-jre-sources-4-
jar/com/google/common/util/concurrent/SmoothRateLimiter.java
* /opt/cola/permits/110675684_1606843710.64/0/guava-25-0-jre-sources-4-
jar/com/google/common/common/html/package-info.java
* /opt/cola/permits/110675684_1606843710.64/0/guava-25-0-jre-sources-4-
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* /opt/cola/permits/110675684_1606843710.64/0/guava-25-0-jre-sources-4-
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* /opt/cola/permits/110675684_1606843710.64/0/guava-25-0-jre-sources-4-
jar/com/google/common/reflect/MutableTypeToInstanceMap.java
* /opt/cola/permits/110675684_1606843710.64/0/guava-25-0-jre-sources-4-
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jar/com/google/common/reflect/package-info.java
* /opt/cola/permits/110675684_1606843710.64/0/guava-25-0-jre-sources-4-
jar/com/google/common/collection/LongAddable.java
* /opt/cola/permits/110675684_1606843710.64/0/guava-25-0-jre-sources-4-
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* /opt/cola/permits/110675684_1606843710.64/0/guava-25-0-jre-sources-4-
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* /opt/cola/permits/110675684_1606843710.64/0/guava-25-0-jre-sources-4-
jar/com/google/common/collection/FilteredKeyMultimap.java
* /opt/cola/permits/110675684_1606843710.64/0/guava-25-0-jre-sources-4-
jar/com/google/common/io/BaseEncoding.java
* /opt/cola/permits/110675684_1606843710.64/0/guava-25-0-jre-sources-4-
jar/com/google/common/escape/package-info.java
* /opt/cola/permits/110675684_1606843710.64/0/guava-25-0-jre-sources-4-
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* /opt/cola/permits/110675684_1606843710.64/0/guava-25-0-jre-sources-4-
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* /opt/cola/permits/110675684_1606843710.64/0/guava-25-0-jre-sources-4-
jar/com/google/common/cache/LongAddables.java
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jar/com/google/common/reflect/ImmutableTypeToInstanceMap.java
* /opt/cola/permits/110675684_1606843710.64/0/guava-25-0-jre-sources-4-jar/com/google/common/xml/package-
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* /opt/cola/permits/1110675684_1606843710.64/0/guava-25-0-jre-sources-4-jar/com/google/common/io/ByteArrayDataInput.java
* /opt/cola/permits/1110675684_1606843710.64/0/guava-25-0-jre-sources-4-jar/com/google/common/cache/CacheBuilder.java
* /opt/cola/permits/1110675684_1606843710.64/0/guava-25-0-jre-sources-4-jar/com/google/common/annotations/GwtCompatible.java
* /opt/cola/permits/1110675684_1606843710.64/0/guava-25-0-jre-sources-4-jar/com/google/common/cache/LocalCache.java
* /opt/cola/permits/1110675684_1606843710.64/0/guava-25-0-jre-sources-4-jar/com/google/common/io/ByteArrayDataOutput.java
* /opt/cola/permits/1110675684_1606843710.64/0/guava-25-0-jre-sources-4-jar/com/google/common/util/concurrent/AbstractIdleService.java
* /opt/cola/permits/1110675684_1606843710.64/0/guava-25-0-jre-sources-4-jar/com/google/common/base/Splitter.java
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* /opt/cola/permits/1110675684_1606843710.64/0/guava-25-0-jre-sources-4-jar/com/google/common/collection/Tables.java
* /opt/cola/permits/1110675684_1606843710.64/0/guava-25-0-jre-sources-4-jar/com/google/common/collection/RegularImmutableMap.java
* /opt/cola/permits/1110675684_1606843710.64/0/guava-25-0-jre-sources-4-jar/com/google/common/collection/EmptyImmutableListMultimap.java
* /opt/cola/permits/1110675684_1606843710.64/0/guava-25-0-jre-sources-4-jar/com/google/common/collection/ImmutableMapEntrySet.java
* /opt/cola/permits/1110675684_1606843710.64/0/guava-25-0-jre-sources-4-jar/com/google/common/collection/MapMaker.java
* /opt/cola/permits/1110675684_1606843710.64/0/guava-25-0-jre-sources-4-jar/com/google/common/util/concurrent/ForwardingFuture.java
* /opt/cola/permits/1110675684_1606843710.64/0/guava-25-0-jre-sources-4-jar/com/google/common/escape/ArrayBasedEscaperMap.java
* /opt/cola/permits/1110675684_1606843710.64/0/guava-25-0-jre-sources-4-jar/com/google/common/escape/ArrayBasedCharEscaper.java
* /opt/cola/permits/1110675684_1606843710.64/0/guava-25-0-jre-sources-4-jar/com/google/common/collect/EmptyImmutableListMultimap.java
* /opt/cola/permits/1110675684_1606843710.64/0/guava-25-0-jre-sources-4-jar/com/google/common/collect/MapMaker.java
* /opt/cola/permits/1110675684_1606843710.64/0/guava-25-0-jre-sources-4-jar/com/google/common/collect/ImmutableMapEntrySet.java
* /opt/cola/permits/1110675684_1606843710.64/0/guava-25-0-jre-sources-4-jar/com/google/common/collect/Tables.java
* /opt/cola/permits/1110675684_1606843710.64/0/guava-25-0-jre-sources-4-jar/com/google/common/collect/ImmutableMapKeySet.java
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* /opt/cola/permits/110675684_1606843710.64/0/guava-25-0-jre-sources-4-
jar/com/google/common/collection/ImmutableMultimap.java
* /opt/cola/permits/110675684_1606843710.64/0/guava-25-0-jre-sources-4-
jar/com/google/common/collection/PeekingIterator.java
* /opt/cola/permits/110675684_1606843710.64/0/guava-25-0-jre-sources-4-
jar/com/google/common/collection/ImmutableListMultimap.java
* /opt/cola/permits/110675684_1606843710.64/0/guava-25-0-jre-sources-4-
jar/com/google/common/collection/Range.java
* /opt/cola/permits/110675684_1606843710.64/0/guava-25-0-jre-sources-4-
jar/com/google/common/collection/TreeBasedTable.java
* /opt/cola/permits/110675684_1606843710.64/0/guava-25-0-jre-sources-4-
jar/com/google/common/collection/Serialization.java
* /opt/cola/permits/110675684_1606843710.64/0/guava-25-0-jre-sources-4-
jar/com/google/common/collection/ImmutableMapValues.java
* /opt/cola/permits/110675684_1606843710.64/0/guava-25-0-jre-sources-4-
jar/com/google/common/collection/ImmutableSortedSet.java
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* /opt/cola/permits/110675684_1606843710.64/0/guava-25-0-jre-sources-4-
jar/com/google/common/collection/SingletonImmutableBiMap.java
* /opt/cola/permits/110675684_1606843710.64/0/guava-25-0-jre-sources-4-
jar/com/google/common/collection/RegularImmutableBiMap.java
* /opt/cola/permits/110675684_1606843710.64/0/guava-25-0-jre-sources-4-
jar/com/google/common/collection/Platform.java
* /opt/cola/permits/110675684_1606843710.64/0/guava-25-0-jre-sources-4-
jar/com/google/common/collection/Collections2.java
* /opt/cola/permits/110675684_1606843710.64/0/guava-25-0-jre-sources-4-
jar/com/google/common/collection/StandardRowSortedTable.java
* /opt/cola/permits/110675684_1606843710.64/0/guava-25-0-jre-sources-4-
jar/com/google/common/collection/ImmutableBiMap.java
* /opt/cola/permits/110675684_1606843710.64/0/guava-25-0-jre-sources-4-
jar/com/google/common/collection/Table.java
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  jar/com/google/common/base/Joiner.java
* /opt/cola/permits/1110675684_1606843710.64/0/guava-25-0-jre-sources-4-
  jar/com/google/common/primitives/Doubles.java
* /opt/cola/permits/1110675684_1606843710.64/0/guava-25-0-jre-sources-4-
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* /opt/cola/permits/1110675684_1606843710.64/0/guava-25-0-jre-sources-4-
  jar/com/google/common/io/MultiReader.java
* /opt/cola/permits/1110675684_1606843710.64/0/guava-25-0-jre-sources-4-
  jar/com/google/thirdparty/publicsuffix/TrieParser.java
* /opt/cola/permits/1110675684_1606843710.64/0/guava-25-0-jre-sources-4-
  jar/com/google/common/base/internal/Finalizer.java
* /opt/cola/permits/1110675684_1606843710.64/0/guava-25-0-jre-sources-4-
  jar/com/google/common/escape/UnicodeEscaper.java
* /opt/cola/permits/1110675684_1606843710.64/0/guava-25-0-jre-sources-4-
  jar/com/google/common/base/CharMatcher.java
* /opt/cola/permits/1110675684_1606843710.64/0/guava-25-0-jre-sources-4-
  jar/com/google/common/collect/FluentIterable.java
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  jar/com/google/common/base/Converter.java
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  jar/com/google/common/io/FileBackedOutputStream.java
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* /opt/cola/permits/1110675684_1606843710.64/0/guava-25-0-jre-sources-4-
  jar/com/google/common/primitives/Booleans.java
* /opt/cola/permits/1110675684_1606843710.64/0/guava-25-0-jre-sources-4-
  jar/com/google/common/net/InetAddresses.java
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* /opt/cola/permits/1110675684_1606843710.64/0/guava-25-0-jre-sources-4.jar/com/google/common/collect/MoreCollectors.java
* /opt/cola/permits/1110675684_1606843710.64/0/guava-25-0-jre-sources-4.jar/com/google/common/graph/AbstractValueGraph.java
* /opt/cola/permits/1110675684_1606843710.64/0/guava-25-0-jre-sources-4.jar/com/google/common/graph/ConfigurableMutableNetwork.java
* /opt/cola/permits/1110675684_1606843710.64/0/guava-25-0-jre-sources-4.jar/com/google/common/base/Stopwatch.java
* /opt/cola/permits/1110675684_1606843710.64/0/guava-25-0-jre-sources-4.jar/com/google/common/primitives/Bytes.java
* /opt/cola/permits/1110675684_1606843710.64/0/guava-25-0-jre-sources-4.jar/com/google/common/escape/Escaper.java
* /opt/cola/permits/1110675684_1606843710.64/0/guava-25-0-jre-sources-4.jar/com/google/common/primitives/Chars.java
* /opt/cola/permits/1110675684_1606843710.64/0/guava-25-0-jre-sources-4.jar/com/google/common/net/PercentEscaper.java
* /opt/cola/permits/1110675684_1606843710.64/0/guava-25-0-jre-sources-4.jar/com/google/common/util/concurrent/SequentialExecutor.java
* /opt/cola/permits/1110675684_1606843710.64/0/guava-25-0-jre-sources-4.jar/com/google/common/util/concurrent/ListenerableFutureTask.java
* /opt/cola/permits/1110675684_1606843710.64/0/guava-25-0-jre-sources-4.jar/com/google/common/primitives/Longs.java
* /opt/cola/permits/1110675684_1606843710.64/0/guava-25-0-jre-sources-4.jar/com/google/common/primitives/Ints.java
* /opt/cola/permits/1110675684_1606843710.64/0/guava-25-0-jre-sources-4.jar/com/google/common/primitives/Floats.java

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jar/com/google/common/graph/ElementOrder.java
* /opt/cola/permits/110675684_1606843710.64/0/guava-25-0-jre-sources-4.jar/com/google/common/graph/ValueGraph.java
* /opt/cola/permits/110675684_1606843710.64/0/guava-25-0-jre-sources-4.jar/com/google/common/collect/ImmutableMultisetGwtSerializationDependencies.java
* /opt/cola/permits/110675684_1606843710.64/0/guava-25-0-jre-sources-4.jar/com/google/common/graph/GraphConnections.java
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* /opt/cola/permits/110675684_1606843710.64/0/guava-25-0-jre-sources-4.jar/com/google/common/graph/MutableValueGraph.java
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* /opt/cola/permits/110675684_1606843710.64/0/guava-25-0-jre-sources-4.jar/com/google/common/graph/ConfigurableNetwork.java
* /opt/cola/permits/110675684_1606843710.64/0/guava-25-0-jre-sources-4.jar/com/google/common/graph/ImmutableValueGraph.java
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jar/com/google/common/graph/DirectedMultiNetworkConnections.java

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Eclipse

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

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

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

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Oracle

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

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

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Oracle OpenJDK

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

* java.sun.security.ssl

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

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OW2

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

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

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Apache

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

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MortBay

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

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

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

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Mortbay
The following artifacts are CDDL + GPLv2 with classpath exception.

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

org.eclipse.jetty.toolchain:jetty-schemas

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Assorted

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Unix systems for simple password protection. Copyright 1996 Aki Yoshida,
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1.679 postcss 5.2.18 5.2.18

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1.681 is-core-module 2.3.0 2.3.0
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assertion-error 1.1.0 1.1.0

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

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

## Installation

### Node.js

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

$ npm install assertion-error

### Component

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

$ component install chaijs/assertion-error

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1.697 caniuse-api 1.6.1 1.6.1

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# Airbnb JavaScript Style Guide() {

*A mostly reasonable approach to JavaScript*


Other Style Guides
- [ES5 (Deprecated)](https://github.com/airbnb/javascript/tree/es5-deprecated/es5)
- [React](react/)
- [CSS-in-JavaScript](css-in-javascript/)
- [CSS & Sass](https://github.com/airbnb/css)
- [Ruby](https://github.com/airbnb/ruby)

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## Types

<a name="types--primitives"></a><a name="1.1"></a>

- **Primitives**: When you access a primitive type you work directly on its value.

  `string`
`bool` `number` `null` `undefined`

```
const foo = 1;
let bar = foo;

bar = 9;

console.log(foo, bar); // => 1, 9
```

- [1.2](#types--complex) **Complex**: When you access a complex type you work on a reference to its value.

```
const foo = [1, 2];
const bar = foo;

bar[0] = 9;

console.log(foo[0], bar[0]); // => 9, 9
```

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## References


> Why? This ensures that you can't reassign your references, which can lead to bugs and difficult to comprehend code.

```
// bad
var a = 1;
var b = 2;

// good
```
```javascript
const a = 1;
const b = 2;
```

- [2.2](#references--disallow-var) If you must reassign references, use `let` instead of `var`. eslint: [`no-var`](http://eslint.org/docs/rules/no-var.html) jscs: [`disallowVar`](http://jscs.info/rule/disallowVar)

  > Why? `let` is block-scoped rather than function-scoped like `var`.

```
```javascript
// bad
var count = 1;
if (true) {
  count += 1;
}

// good, use the let.
let count = 1;
if (true) {
  count += 1;
}
```

- [2.3](#references--block-scope) Note that both `let` and `const` are block-scoped.

```
```javascript
// const and let only exist in the blocks they are defined in.
{
  let a = 1;
  const b = 1;
}
console.log(a); // ReferenceError
console.log(b); // ReferenceError
```

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## Objects

- [3.1](#objects--no-new) Use the literal syntax for object creation. eslint: [`no-new-object`](http://eslint.org/docs/rules/no-new-object.html)

```
```javascript
// bad
const item = new Object();
```
// good
const item = {};
```

- [3.2][es6-computed-properties] Use computed property names when creating objects with dynamic property names.

> Why? They allow you to define all the properties of an object in one place.

```

```javascript
function getKey(k) {
  return `a key named ${k}`;
}

// bad
const obj = {
  id: 5,
  name: 'San Francisco',
};
obj[getKey('enabled')] = true;

// good
const obj = {
  id: 5,
  name: 'San Francisco',
  [getKey('enabled')]: true,
};
```

```


```

```javascript
// bad
const atom = {
  value: 1,
  addValue: function (value) {
    return atom.value + value;
  },
};

// good
const atom = {
  value: 1,

  addValue(value) {
    return atom.value + value;
  },
};
```


  > Why? It is shorter to write and descriptive.

```javascript
const lukeSkywalker = 'Luke Skywalker';
// bad
const obj = {
  lukeSkywalker: lukeSkywalker,
};

// good
const obj = {
  lukeSkywalker,
};
```

- [3.5](#objects-grouped-shorthand) Group your shorthand properties at the beginning of your object declaration.

  > Why? It's easier to tell which properties are using the shorthand.

```javascript
const anakinSkywalker = 'Anakin Skywalker';
const lukeSkywalker = 'Luke Skywalker';

// bad
const obj = {
  episodeOne: 1,
  twoJediWalkIntoACantina: 2,
  lukeSkywalker,
  episodeThree: 3,
  mayTheFourth: 4,
  anakinSkywalker,
};
```
// good
c
const obj = {
  lukeSkywalker,
  anakinSkywalker,
  episodeOne: 1,
  twoJediWalkIntoACantina: 2,
  episodeThree: 3,
  mayTheFourth: 4,
};
```

- [3.6](#objects--quoted-props) Only quote properties that are invalid identifiers. eslint: ['quote-props'](http://eslint.org/docs/rules/quote-props.html) jscs: ['disallowQuotedKeysInObjects'](http://jscs.info/rule/disallowQuotedKeysInObjects)

> Why? In general we consider it subjectively easier to read. It improves syntax highlighting, and is also more easily optimized by many JS engines.

```
// bad

const bad = {
  'foo': 3,
  'bar': 4,
  'data-blah': 5,
};

// good

const good = {
  foo: 3,
  bar: 4,
  'data-blah': 5,
};
```

- [3.7](#objects--prototype-builtins) Do not call `Object.prototype` methods directly, such as `hasOwnProperty`, `propertyIsEnumerable`, and `isPrototypeOf`.

> Why? These methods may be shadowed by properties on the object in question - consider `{ hasOwnProperty: false }` - or, the object may be a null object (`Object.create(null)`).

```
// bad

console.log(object.hasOwnProperty(key));

// good

```
console.log(Object.prototype.hasOwnProperty.call(object, key));

// best
const has = Object.prototype.hasOwnProperty; // cache the lookup once, in module scope.
/* or */
import has from 'has';

console.log(has.call(object, key));
```

- [3.8](#objects--rest-spread) Prefer the object spread operator over `Object.assign` to shallow-copy objects. Use the object rest operator to get a new object with certain properties omitted.

```

```javascript
// very bad
const original = { a: 1, b: 2 };
const copy = Object.assign(original, { c: 3 }); // this mutates `original` 
delete copy.a; // so does this

// bad
const original = { a: 1, b: 2 };
const copy = Object.assign({}, original, { c: 3 }); // copy => { a: 1, b: 2, c: 3 }

// good
const original = { a: 1, b: 2 };
const copy = { ...original, c: 3 }; // copy => { a: 1, b: 2, c: 3 }

const { a, ...noA } = copy; // noA => { b: 2, c: 3 }
```

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## Arrays

- [4.1](#arrays--literals) Use the literal syntax for array creation. eslint: `[`no-array-constructor`](http://eslint.org/docs/rules/no-array-constructor.html)

```
// bad
const items = new Array();

// good
const items = [];
```

- [4.1](#arrays--literals) Use the literal syntax for array creation. eslint: `[`no-array-constructor`](http://eslint.org/docs/rules/no-array-constructor.html)
- [4.2](#arrays--push) Use `Array#push` instead of direct assignment to add items to an array.

```
```
```javascript
const someStack = [];

// bad
someStack[someStack.length] = 'abracadabra';

// good
someStack.push('abracadabra');
```

- [4.3](#es6-array-spreads) Use array spreads `...` to copy arrays.

```
```
```javascript
// bad
const len = items.length;
const itemsCopy = [];
let i;

for (i = 0; i < len; i++) {
  itemsCopy[i] = items[i];
}

// good
const itemsCopy = [...items];
```

- [4.4](#arrays--from) To convert an array-like object to an array, use `Array.from`.

```
```
```javascript
const foo = document.querySelectorAll('.foo');
const nodes = Array.from(foo);
```

- [4.5](#arrays--callback-return) Use return statements in array method callbacks. It's ok to omit the return if the function body consists of a single statement following [8.2](#8.2). eslint: `[array-callback-return]`.

```
```
```javascript
// good
[1, 2, 3].map((x) => {
```

---

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const y = x + 1;
return x * y;
});

// good
[1, 2, 3].map(x => x + 1);

// bad
const flat = {};
[[0, 1], [2, 3], [4, 5]].reduce((memo, item, index) => {
cost flatten = memo.concat(item);
flat[index] = flatten;
});

// good
const flat = {};
[[0, 1], [2, 3], [4, 5]].reduce((memo, item, index) => {
cost flatten = memo.concat(item);
flat[index] = flatten;
return flatten;
});

// bad
inbox.filter((msg) => {
cost { subject, author } = msg;
if (subject === 'Mockingbird') {
   return author === 'Harper Lee';
} else {
   return false;
}
});

// good
inbox.filter((msg) => {
cost { subject, author } = msg;
if (subject === 'Mockingbird') {
   return author === 'Harper Lee';
}

return false;
});

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## Destructuring

<a name="destructuring--object"></a><a name="5.1"></a>

## Destructuring

<a name="destructor--object"></a><a name="5.2"></a>
- [5.1](#destructuring--object) Use object destructuring when accessing and using multiple properties of an object.

=====`requireObjectDestructuring`[http://jscs.info/rule/requireObjectDestructuring]====

> Why? Destructuring saves you from creating temporary references for those properties.

```javascript
// bad
function getFullName(user) {
    const firstName = user.firstName;
    const lastName = user.lastName;

    return `${firstName} ${lastName}`;
}

// good
function getFullName(user) {
    const { firstName, lastName } = user;
    return `${firstName} ${lastName}`;
}

// best
function getFullName({ firstName, lastName }) {
    return `${firstName} ${lastName}`;
}
```

- [5.2](#destructuring--array) Use array destructuring.

=====`requireArrayDestructuring`[http://jscs.info/rule/requireArrayDestructuring]====

```javascript
const arr = [1, 2, 3, 4];

// bad
const first = arr[0];
const second = arr[1];

// good
const [first, second] = arr;
```

- [5.3](#destructuring--object-over-array) Use object destructuring for multiple return values, not array destructuring.

=====`disallowArrayDestructuringReturn`[http://jscs.info/rule/disallowArrayDestructuringReturn]====

> Why? You can add new properties over time or change the order of things without breaking call sites.
function processInput(input) {
    // then a miracle occurs
    return [left, right, top, bottom];
}

// the caller needs to think about the order of return data
const [left, __, top] = processInput(input);

// good
function processInput(input) {
    // then a miracle occurs
    return { left, right, top, bottom };  
}

// the caller selects only the data they need
const { left, top } = processInput(input);

```
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## Strings

- Use single quotes `''` for strings. eslint: `quotes` [eslint.org/docs/rules/quotes.html](http://eslint.org/docs/rules/quotes.html)
  
  jscs: `[validateQuoteMarks]` [jsdoc.info/rule/validateQuoteMarks](http://jsdoc.info/rule/validateQuoteMarks)

  ```javascript
  // bad
  const name = "Capt. Janeway";
  
  // bad - template literals should contain interpolation or newlines
  const name = `Capt. Janeway`;
  
  // good
  const name = 'Capt. Janeway';
  ```

- Strings that cause the line to go over 100 characters should not be written across multiple lines using string concatenation.
  
  > Why? Broken strings are painful to work with and make code less searchable.

  ```javascript
  // bad
  const errorMessage = 'This is a super long error that was thrown because 
  ```

  
  jscs: `[validateQuoteMarks]` [jsdoc.info/rule/validateQuoteMarks](http://jsdoc.info/rule/validateQuoteMarks)
of Batman. When you stop to think about how Batman had anything to do with this, you would get nowhere fast.

// bad
const errorMessage = 'This is a super long error that was thrown because ' + 'of Batman. When you stop to think about how Batman had anything to do ' + 'with this, you would get nowhere fast.';

// good
const errorMessage = 'This is a super long error that was thrown because of Batman. When you stop to think about how Batman had anything to do with this, you would get nowhere fast.';

Why? Template strings give you a readable, concise syntax with proper newlines and string interpolation features.

```javascript
// bad
function sayHi(name) {
    return 'How are you, ' + name + '?';
}

// bad
function sayHi(name) {
    return ['How are you, ', name, '?'].join();
}

// bad
function sayHi(name) {
    return `How are you, ${ name }?`;
}

// good
function sayHi(name) {
    return `How are you, ${name}?`;
}
```

Never use `eval()` on a string, it opens too many vulnerabilities.

> Why? Backslashes harm readability, thus they should only be present when necessary.

```javascript
// bad
const foo = '\this\ \\
\"quoted\"';

// good
const foo = '\this\ is "quoted"';
const foo = '\this\ is "quoted"';
```

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## Functions


> Why? Function declarations are hoisted, which means that its easy - too easy - to reference the function before it is defined in the file. This harms readability and maintainability. If you find that a functions definition is large or complex enough that it is interfering with understanding the rest of the file, then perhaps its time to extract it to its own module! Dont forget to name the expression - anonymous functions can make it harder to locate the problem in an Error's call stack.

```javascript
// bad
const foo = function () {
};

// bad
function foo() {
}

// good
const foo = function bar() {
};
```

- [7.2](#functions--iife) Wrap immediately invoked function expressions in parentheses. eslint: ['wrap-iife'](http://eslint.org/docs/rules/wrap-iife.html) jscs:

```javascript
// bad
const foo = function () {
};

// bad
function foo() {
}

// good
const foo = function bar() {
};
```
Why? An immediately invoked function expression is a single unit - wrapping both it, and its invocation parens, in parens, cleanly expresses this. Note that in a world with modules everywhere, you almost never need an IIFE.

```javascript
// immediately-invoked function expression (IIFE)
(function () {
    console.log('Welcome to the Internet. Please follow me.);
})();
```

- [7.3](#functions--in-blocks) Never declare a function in a non-function block (if, while, etc). Assign the function to a variable instead. Browsers will allow you to do it, but they all interpret it differently, which is bad news bears.

```javascript
// bad
if (currentUser) {
    function test() {
        console.log('Nope.');
    }
}

// good
let test;
if (currentUser) {
    test = () => {
        console.log('Yup.');
    };
}
```

- [7.4](#functions--note-on-blocks) **Note:** ECMA-262 defines a `block` as a list of statements. A function declaration is not a statement. [Read ECMA-262's note on this issue](http://www.ecma-international.org/publications/files/ECMA-ST/Ecma-262.pdf#page=97).

```javascript
// bad
function nope(name, options, arguments) {
    // ...stuff...
}
```

- [7.5](#functions--arguments-shadow) Never name a parameter `arguments`. This will take precedence over the `arguments` object that is given to every function scope.
// good
function yup(name, options, args) {
    // ...stuff...
}
```javascript
// bad
function concatenateAll() {
    const args = Array.prototype.slice.call(arguments);
    return args.join('');
}
```

// good
function concatenateAll(...args) {
    return args.join('');
}
```

> Why? `...` is explicit about which arguments you want pulled. Plus, rest arguments are a real Array, and not merely Array-like like `arguments`.

```
// really bad
function handleThings(opts) {
    // No! We shouldn't mutate function arguments.
    // Double bad: if opts is falsy it'll be set to an object which may
    // be what you want but it can introduce subtle bugs.
    opts = opts || {};
    // ...
}
```

// still bad
function handleThings(opts) {
    if (opts === void 0) {
        opts = {};
    }
    // ...
}
function handleThings(opts = {}) {
    // ...
}
```

- [7.8](#functions--default-side-effects) Avoid side effects with default parameters.

> Why? They are confusing to reason about.

```javascript
var b = 1;
// bad
function count(a = b++) {
    console.log(a);
}
count(); // 1
count(); // 2
count3(); // 3
count(); // 3
```

- [7.9](#functions--defaults-last) Always put default parameters last.

```javascript
// bad
function handleThings(opts = {}, name) {
    // ...
}

// good
function handleThings(name, opts = {}) {
    // ...
}
```

- [7.10](#functions--constructor) Never use the Function constructor to create a new function. eslint: ['no-new-func']

> Why? Creating a function in this way evaluates a string similarly to eval(), which opens vulnerabilities.

```javascript
// bad
var add = new Function('a', 'b', 'return a + b');
```
// still bad
var subtract = Function('a', 'b', 'return a - b');
```

<code><a name="functions--signature-spacing"></a><a name="7.11"></a>- [7.11](#functions--signature-spacing) Spacing in a function signature. eslint: [`space-before-function-paren`](http://eslint.org/docs/rules/space-before-function-paren) [`space-before-blocks`](http://eslint.org/docs/rules/space-before-blocks)

> Why? Consistency is good, and you shouldn't have to add or remove a space when adding or removing a name.

```
```javascript
// bad
const f = function(){}
const g = function (){}
const h = function() {}

// good
const x = function () {};
const y = function a() {};
```

<code><a name="functions--mutate-params"></a><a name="7.12"></a>- [7.12](#functions--mutate-params) Never mutate parameters. eslint: [`no-param-reassign`](http://eslint.org/docs/rules/no-param-reassign.html)

> Why? Manipulating objects passed in as parameters can cause unwanted variable side effects in the original caller.

```
```javascript
// bad
function f1(obj) {
    obj.key = 1;
};

// good
function f2(obj) {
    const key = Object.prototype.hasOwnProperty.call(obj, 'key') ? obj.key : 1;
};
```

<code><a name="functions--reassign-params"></a><a name="7.13"></a>- [7.13](#functions--reassign-params) Never reassign parameters. eslint: [`no-param-reassign`](http://eslint.org/docs/rules/no-param-reassign.html)

> Why? Reassigning parameters can lead to unexpected behavior, especially when accessing the `arguments` object. It can also cause optimization issues, especially in V8.
```javascript
// bad
function f1(a) {
    a = 1;
}

function f2(a) {
    if (!a) { a = 1; }
}

// good
function f3(a) {
    const b = a || 1;
}

function f4(a = 1) {
}
```  


> Why? It's cleaner, you don't need to supply a context, and you can not easily compose `new` with `apply`.

```javascript
const x = [1, 2, 3, 4, 5];
console.log.apply(console, x);

// good
const x = [1, 2, 3, 4, 5];
console.log(...x);

// bad
new (Function.prototype.bind.apply(Date, [null, 2016, 08, 05]));

// good
new Date([2016, 08, 05]);
```  

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## Arrow Functions

- [8.1](#arrows--use-them) When you must use function expressions (as when passing an anonymous function), use arrow function notation. eslint: `prefer-arrow-callback`([http://eslint.org/docs/rules/prefer-arrow-callback.html](http://eslint.org/docs/rules/prefer-arrow-callback.html),

<a name="arrows--use-them"></a><a name="8.1"></a>

```
```
Why? It creates a version of the function that executes in the context of `this`, which is usually what you want, and is a more concise syntax.

Why not? If you have a fairly complicated function, you might move that logic out into its own function declaration.

```javascript
// bad
[1, 2, 3].map(function (x) {
    const y = x + 1;
    return x * y;
});

// good
[1, 2, 3].map((x) => {
    const y = x + 1;
    return x * y;
});
```

Why? Syntactic sugar. It reads well when multiple functions are chained together.

```javascript
// bad
[1, 2, 3].map(number => {
    const nextNumber = number + 1;
    `A string containing the ${nextNumber}.`;
});

// good
[1, 2, 3].map((number) => {
    const nextNumber = number + 1;
    return `A string containing the ${nextNumber}.`;
});
```
// good
[1, 2, 3].map((number, index) => ({
  [index]: number
}));
```
```

<a name="arrows--paren-wrap"></a><a name="8.3"></a>
- [8.3]([#arrows--paren-wrap]) In case the expression spans over multiple lines, wrap it in parentheses for better readability.

> Why? It shows clearly where the function starts and ends.

```js
// bad
['get', 'post', 'put'].map(httpMethod => Object.prototype.hasOwnProperty.call(
  httpMagicObjectWithAVeryLongName,
  httpMethod
)
);
```

```js
// good
['get', 'post', 'put'].map(httpMethod => (Object.prototype.hasOwnProperty.call(
  httpMagicObjectWithAVeryLongName,
  httpMethod
)
));
```

<a name="arrows--one-arg-parens"></a><a name="8.4"></a>
- [8.4]([#arrows--one-arg-parens]) If your function takes a single argument and doesn't use braces, omit the parentheses. Otherwise, always include parentheses around arguments. eslint: ["arrow-parens"](http://eslint.org/docs/rules/arrow-parens.html) jscs: ["disallowParenthesesAroundArrowParam"](http://jscs.info/rule/disallowParenthesesAroundArrowParam)

> Why? Less visual clutter.

```js
// bad
[1, 2, 3].map((x) => x * x);
```

```js
// good
[1, 2, 3].map(x => x * x);
```

```js
// good
[1, 2, 3].map(number => (
  'A long string with the $number. Its so long that we dont want it to take up space on the .map line!'```
// bad
[1, 2, 3].map(x => {
    const y = x + 1;
    return x * y;
});

// good
[1, 2, 3].map(x => {
    const y = x + 1;
    return x * y;
});

- [8.5](#arrows--confusing) Avoid confusing arrow function syntax (`=>`) with comparison operators (`<=`, `=>`).
eslint: [`no-confusing-arrow`](http://eslint.org/docs/rules/no-confusing-arrow)

```javascript
// bad
const itemHeight = item => item.height > 256 ? item.largeSize : item.smallSize;

// bad
const itemHeight = item => item.height > 256 ? item.largeSize : item.smallSize;

// good
const itemHeight = item => (item.height > 256 ? item.largeSize : item.smallSize);

// good
const itemHeight = (item) => {
    const { height, largeSize, smallSize } = item;
    return height > 256 ? largeSize : smallSize;
};
```

## Classes & Constructors

- [9.1](#constructors--use-class) Always use `class`. Avoid manipulating `prototype` directly.

  > Why? `class` syntax is more concise and easier to reason about.
function Queue(contents = []) {
    this.queue = [...contents];
}
Queue.prototype.pop = function () {
    const value = this.queue[0];
    this.queue.splice(0, 1);
    return value;
};

// good
class Queue {
    constructor(contents = []) {
        this.queue = [...contents];
    }
    pop() {
        const value = this.queue[0];
        this.queue.splice(0, 1);
        return value;
    }
}
```

- [9.2](#constructors--extends) Use `extends` for inheritance.

> Why? It is a built-in way to inherit prototype functionality without breaking `instanceof`.

```javascript
// bad
const inherits = require('inherits');
function PeekableQueue(contents) {
    Queue.apply(this, contents);
}
inherits(PeekableQueue, Queue);
PeekableQueue.prototype.peek = function () {
    return this._queue[0];
}
```

// good
class PeekableQueue extends Queue {
    peek() {
        return this._queue[0];
    }
}
```

- [9.3](#constructors--chaining) Use `extends` for inheritance.
Methods can return `this` to help with method chaining.

```javascript
// bad
Jedi.prototype.jump = function () {
  this.jumping = true;
  return true;
};

Jedi.prototype.setHeight = function (height) {
  this.height = height;
};

const luke = new Jedi();
luke.jump(); // => true
luke.setHeight(20); // => undefined

// good
class Jedi {
  jump() {
    this.jumping = true;
    return this;
  }

  setHeight(height) {
    this.height = height;
    return this;
  }
}

const luke = new Jedi();

luke.jump() .setHeight(20);
```

It's okay to write a custom `toString()` method, just make sure it works successfully and causes no side effects.

```javascript
class Jedi {
  constructor(options = {}) {
    this.name = options.name || 'no name';
  }

  getName() {
```

- [9.3](#constructors--chaining) Methods can return `this` to help with method chaining.
- [9.4](#constructors--tostring) It's okay to write a custom `toString()` method, just make sure it works successfully and causes no side effects.
```
     return this.name;
  }

  toString() {
    return `Jedi - ${this.getName()}`;
  }
}
```
// bad
class Foo {
    bar() { return 1; }
    bar() { return 2; }
}

// good
class Foo {
    bar() { return 1; }
}

// good
class Foo {
    bar() { return 2; }
}

```javascript
// bad
const AirbnbStyleGuide = require('./AirbnbStyleGuide');
module.exports = AirbnbStyleGuide.es6;

// ok
import AirbnbStyleGuide from './AirbnbStyleGuide';
export default AirbnbStyleGuide.es6;

// best
import { es6 } from './AirbnbStyleGuide';
export default es6;
```

## Modules

- [10.1](#modules--use-them) Always use modules (`import`/`export`) over a non-standard module system. You can always transpile to your preferred module system.

  > Why? Modules are the future, let's start using the future now.

```
```javascript
// bad
const AirbnbStyleGuide = require('./AirbnbStyleGuide');
module.exports = AirbnbStyleGuide.es6;

// ok
import AirbnbStyleGuide from './AirbnbStyleGuide';
export default AirbnbStyleGuide.es6;

// best
import { es6 } from './AirbnbStyleGuide';
export default es6;
```

> Why? This makes sure you have a single default export.

- [10.2](#modules--no-wildcard) Do not use wildcard imports.

  > Why? This makes sure you have a single default export.
```
```
// bad
import * as AirbnbStyleGuide from './AirbnbStyleGuide';

// good
import AirbnbStyleGuide from './AirbnbStyleGuide';
```

- [10.3](#modules--no-export-from-import) And do not export directly from an import.

  > Why? Although the one-liner is concise, having one clear way to import and one clear way to export makes things consistent.

```
```
// filename es6.js
export { es6 as default } from './AirbnbStyleGuide';

// good
// filename es6.js
import { es6 } from './AirbnbStyleGuide';
export default es6;
```

- [10.4](#modules--no-duplicate-imports) Only import from a path in one place.

  > Why? Having multiple lines that import from the same path can make code harder to maintain.

```
```
import foo from 'foo';
// some other imports //
import { named1, named2 } from 'foo';

// good
import foo, { named1, named2 } from 'foo';
```

- [10.5](#modules--no-mutable-exports) Do not export mutable bindings.
eslint: [`import/no-mutable-exports`](https://github.com/benmosher/eslint-plugin-import/blob/master/docs/rules/no-mutable-exports.md)

> Why? Mutation should be avoided in general, but in particular when exporting mutable bindings. While this technique may be needed for some special cases, in general, only constant references should be exported.

```javascript
```
// bad
let foo = 3;
export { foo }

// good
const foo = 3;
export { foo }
```

- [10.6](#modules--prefer-default-export) In modules with a single export, prefer default export over named export.


```javascript
```
// bad
export function foo() {}

// good
export default function foo() {}
```

- [10.7](#modules--imports-first) Put all `import`’s above non-import statements.


> Why? Since `import`’s are hoisted, keeping them all at the top prevents surprising behavior.

```javascript
```
// bad
import foo from 'foo';
foo.init();

import bar from 'bar';

// good
import foo from 'foo';
import bar from 'bar';

foo.init();
```
Multiline imports should be indented just like multiline array and object literals.

> Why? The curly braces follow the same indentation rules as every other curly brace block in the style guide, as do the trailing commas.

```javascript
// bad
import {longNameA, longNameB, longNameC, longNameD, longNameE} from 'path';

// good
import {
  longNameA,
  longNameB,
  longNameC,
  longNameD,
  longNameE,
} from 'path';
```

Disallow Webpack loader syntax in module import statements. Since using Webpack syntax in the imports couples the code to a module bundler. Prefer using the loader syntax in `webpack.config.js`.

```javascript
// bad
import fooSass from 'css!sass!foo.scss';
import barCss from 'style!css!bar.css';

// good
import fooSass from 'foo.scss';
import barCss from 'bar.css';
```
than side effects.

> Use `map()` / `every()` / `filter()` / `find()` / `findIndex()` / `reduce()` / `some()` / ... to iterate over arrays, and
`Object.keys()` / `Object.values()` / `Object.entries()` to produce arrays so you can iterate over objects.

```javascript
const numbers = [1, 2, 3, 4, 5];

// bad
let sum = 0;
for (let num of numbers) {
  sum += num;
}
sum === 15;

// good
let sum = 0;
numbers.forEach(num => sum += num);
sum === 15;

// best (use the functional force)
const sum = numbers.reduce((total, num) => total + num, 0);
sum === 15;
```
```javascript
const quux = function*() {
}

function*foo() {
}

const quux = function *foo() {
}

// very bad
function *
fo() {
}

const wat = function *
() {
}

// good
function* foo() {
}

const foo = function* () {
}

```
// good
const isJedi = luke.jedi;

```
const isJedi = getProp('jedi');
```

- [12.2] Use bracket notation `[]` when accessing properties with a variable.

```
javascript
const luke = {
    jedi: true,
    age: 28,
};

function getProp(prop)
{
    return luke[prop];
}

const isJedi = getProp('jedi');
```

## Variables

- [13.1] Always use `const` to declare variables. Not doing so will result in global variables. We want to avoid polluting the global namespace. Captain Planet warned us of that.

```
// bad
superPower = new SuperPower();
```

```
// good
const superPower = new SuperPower();
```

- [13.2] Use one `const` declaration per variable. Not doing so will result in multiple variable declarations.

```
javascript
// good
const superPower = new SuperPower();
```

> Why? It's easier to add new variable declarations this way, and you never have to worry about swapping out a `;` for a `,` or introducing punctuation-only diffs. You can also step through each declaration with the debugger, instead of jumping through all of them at once.
```javascript
// bad
const items = getItems(),
goSportsTeam = true,
dragonball = 'z';

// bad
// (compare to above, and try to spot the mistake)
const items = getItems(),
goSportsTeam = true;
dragonball = 'z';

// good
const items = getItems();
const goSportsTeam = true;
const dragonball = 'z';
```

<a name="variables--const-let-group"></a><a name="13.3"></a>
- [13.3](#variables--const-let-group) Group all your `const`'s and then group all your `let`'s.

> Why? This is helpful when later on you might need to assign a variable depending on one of the previous assigned variables.

```javascript
// bad
let i, len, dragonball,
    items = getItems(),
goSportsTeam = true;

// bad
let i;
const items = getItems();
let dragonball;
const goSportsTeam = true;
let len;

// good
const goSportsTeam = true;
const items = getItems();
let dragonball;
let i;
let length;
```

<a name="variables--define-where-used"></a><a name="13.4"></a>
- [13.4](#variables--define-where-used) Assign variables where you need them, but place them in a reasonable place.

---
Why? "let" and "const" are block scoped and not function scoped.

```javascript
// bad - unnecessary function call
function checkName(hasName) {
    const name = getName();

    if (hasName === 'test') {
        return false;
    }

    if (name === 'test') {
        this.setName('');
        return false;
    }

    return name;
}

// good
function checkName(hasName) {
    if (hasName === 'test') {
        return false;
    }

    const name = getName();

    if (name === 'test') {
        this.setName('');
        return false;
    }

    return name;
}
```

- [13.5](#variables--no-chain-assignment) Don't chain variable assignments.

Why? Chaining variable assignments creates implicit global variables.

```javascript
// bad
(function example() { 
    // JavaScript interprets this as
    // let a = ( b = ( c = 1 ) );
    // The let keyword only applies to variable a; variables b and c become
    // global variables.
```
let a = b = c = 1;
})();

console.log(a); // undefined
console.log(b); // 1
console.log(c); // 1

// good
(function example() {
    let a = 1;
    let b = a;
    let c = a;
})();

console.log(a); // undefined
console.log(b); // undefined
console.log(c); // undefined

// the same applies for `const`
...

<a name="variables--unary-increment-decrement"></a><a name="13.6"></a>

- [13.6](#variables--unary-increment-decrement) Avoid using unary increments and decrements (++, --). eslint ['no-plusplus'](http://eslint.org/docs/rules/no-plusplus)

> Why? Per the eslint documentation, unary increment and decrement statements are subject to automatic semicolon insertion and can cause silent errors with incrementing or decrementing values within an application. It is also more expressive to mutate your values with statements like `num += 1` instead of `num ++`. Disallowing unary increment and decrement statements also prevents you from pre-incrementing/pre-decrementing values unintentionally which can also cause unexpected behavior in your programs.

```javascript
// bad

let array = [1, 2, 3];
let num = 1;
nnum ++;
-- num;

let sum = 0;
let truthyCount = 0;
for(let i = 0; i < array.length; i++){
    let value = array[i];
    sum += value;
    if (value) {
        truthyCount++;
    }
}
```
```javascript
// we know this wouldn't work (assuming there
// is no notDefined global variable)
function example() {
    console.log(notDefined); // => throws a ReferenceError
}

// creating a variable declaration after you
// reference the variable will work due to
// variable hoisting. Note: the assignment
// value of `true` is not hoisted.
function example() {
    console.log(declaredButNotAssigned); // => undefined
    var declaredButNotAssigned = true;
}

// the interpreter is hoisting the variable
// declaration to the top of the scope,
// which means our example could be rewritten as:
function example() {
    let declaredButNotAssigned;
    console.log(declaredButNotAssigned); // => undefined
    declaredButNotAssigned = true;
}
```

```javascript
let array = [1, 2, 3];
let num = 1;
num += 1;
num -= 1;

const sum = array.reduce((a, b) => a + b, 0);
const truthyCount = array.filter(Boolean).length;
```

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## Hoisting

- `var` declarations get hoisted to the top of their scope, their assignment does not. `const` and `let` declarations are blessed with a new concept called [Temporal Dead Zones (TDZ)](https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Statements/let#Temporal_dead_zone_and_errors_with_let). It's important to know why [typeof is no longer safe](http://es-discourse.com/t/why-typeof-is-no-longer-safe/15).

```
```

```javascript
// we know this wouldn't work (assuming there
// is no notDefined global variable)
function example() {
    console.log(notDefined); // => throws a ReferenceError
}

// creating a variable declaration after you
// reference the variable will work due to
// variable hoisting. Note: the assignment
// value of `true` is not hoisted.
function example() {
    console.log(declaredButNotAssigned); // => undefined
    var declaredButNotAssigned = true;
}

// the interpreter is hoisting the variable
// declaration to the top of the scope,
// which means our example could be rewritten as:
function example() {
    let declaredButNotAssigned;
    console.log(declaredButNotAssigned); // => undefined
    declaredButNotAssigned = true;
}
// using const and let
function example() {
    console.log(declaredButNotAssigned); // => throws a ReferenceError
    console.log(typeof declaredButNotAssigned); // => throws a ReferenceError
    const declaredButNotAssigned = true;
}
```javascript
```

<a name="hoisting--anon-expressions"></a><a name="14.2"></a>- 
[14.2][#hoisting--anon-expressions] Anonymous function expressions hoist their variable name, but not the function assignment.
```javascript
function example() {
    console.log(anonymous); // => undefined
    anonymous(); // => TypeError anonymous is not a function
}
```

```javascript

<a name="hoisting--named-expresions"></a><a name="14.3"></a>- 
[14.3][#hoisting--named-expresions] Named function expressions hoist the variable name, not the function name or the function body.
```javascript
function example() {
    console.log(named); // => undefined
    named(); // => TypeError named is not a function
    superPower(); // => ReferenceError superPower is not defined
}
```

```

// the same is true when the function name
// is the same as the variable name.
function example() {
    console.log(named); // => undefined
    named(); // => TypeError named is not a function
```javascript
var named = function named() {
    console.log('named');
}
```
```

- [14.4](#hoisting--declarations) Function declarations hoist their name and the function body.

```
function example() {
    superPower(); // => Flying
}
```
```

- For more information refer to [JavaScript Scoping & Hoisting](http://www.adequatelygood.com/2010/2/JavaScript-Scoping-and-Hoisting/) by [Ben Cherry](http://www.adequatelygood.com/).

```
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## Comparison Operators & Equality

- [15.1](#comparison--eqeqeq) Use `===` and `!==` over `==` and `!=`. eslint: `['eqeqeq']`([http://eslint.org/docs/rules/eqeqeq.html](http://eslint.org/docs/rules/eqeqeq.html))

- [15.2](#comparison--if) Conditional statements such as the `if` statement evaluate their expression using coercion with the 'ToBoolean' abstract method and always follow these simple rules:

  + **Objects** evaluate to **true**
  + **Undefined** evaluates to **false**
  + **Null** evaluates to **false**
  + **Booleans** evaluate to **the value of the boolean**
  + **Numbers** evaluate to **false** if **+0, -0, or NaN**, otherwise **true**
  + **Strings** evaluate to **false** if an empty string `''`. otherwise **true**

```
if ([0] && []) {
// true
// an array (even an empty one) is an object, objects will evaluate to true
```
- [15.3](#comparison--shortcuts) Use shortcuts for booleans, but explicit comparisons for strings and numbers.

```javascript
// bad
if (isValid === true) {
    // ...stuff...
}

// good
if (isValid) {
    // ...stuff...
}

// bad
if (name) {
    // ...stuff...
}

// good
if (name !== ")") {
    // ...stuff...
}

// bad
if (collection.length) {
    // ...stuff...
}

// good
if (collection.length > 0) {
    // ...stuff...
}
```

- [15.4](#comparison--moreinfo) For more information see [Truth Equality and JavaScript](https://javascriptweblog.wordpress.com/2011/02/07/truth-equality-and-javascript/#more-2108) by Angus Croll.

- [15.5](#comparison--switch-blocks) Use braces to create blocks in `case` and `default` clauses that contain lexical declarations (e.g. `let`, `const`, `function`, and `class`).

> Why? Lexical declarations are visible in the entire `switch` block but only get initialized when assigned, which
only happens when its `case` is reached. This causes problems when multiple `case` clauses attempt to define the same thing.


```javascript
/* javascript
// bad
switch (foo) {
  case 1:
    let x = 1;
    break;
  case 2:
    const y = 2;
    break;
  case 3:
    function f() {} 
    break;
  default:
    class C {} 
}

// good
switch (foo) {
  case 1: {
    let x = 1;
    break;
  }
  case 2: {
    const y = 2;
    break;
  }
  case 3: {
    function f() {}
    break;
  }
  case 4:
    bar();
    break;
  default: {
    class C {} 
  }
}
```
```javascript
// bad
const foo = maybe1 > maybe2
    ? "bar"
    : value1 > value2 ? "baz" : null;

// better
const maybeNull = value1 > value2 ? 'baz' : null;

const foo = maybe1 > maybe2
    ? 'bar'
    : maybeNull;

// best
const maybeNull = value1 > value2 ? 'baz' : null;

const foo = maybe1 > maybe2 ? 'bar' : maybeNull;
```

- [15.7](#comparison--unneeded-ternary) Avoid unneeded ternary statements.

eslint rules: [`no-unneeded-ternary`](http://eslint.org/docs/rules/no-unneeded-ternary.html).

```javascript
// bad
const foo = a ? a : b;
const bar = c ? true : false;
const baz = c ? false : true;

// good
const foo = a || b;
const bar = !!c;
const baz = !c;
```

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### Blocks

- [16.1](#blocks--braces) Use braces with all multi-line blocks.

```javascript
// bad
if (test)
```
return false;

// good
if (test) return false;

// good
if (test) {
  return false;
}

// bad
function foo(){ return false; }

// good
function bar() {
  return false;
}

```javascript
// bad
if (test) {
  thing1();
  thing2();
}
else {
  thing3();
}

// good
if (test) {
  thing1();
  thing2();
} else {
  thing3();
}
```


```
```
- [17.1](#comments--multiline) Use `/** ... */` for multi-line comments.

```
```
```javascript

// bad

// make() returns a new element
// based on the passed in tag name

// @param {String} tag
// @return {Element} element

function make(tag) {

  // ...stuff...

  return element;
}

// good

/**
 * make() returns a new element
 * based on the passed-in tag name
 */

function make(tag) {  

  // ...stuff...

  return element;
}
```

```
```

- [17.2](#comments--singleline) Use `//` for single line comments. Place single line comments on a newline above the subject of the comment. Put an empty line before the comment unless it's on the first line of a block.

```
```javascript

// bad

const active = true;  // is current tab

// good

// is current tab

const active = true;

// bad

function getType() {
  console.log('fetching type...');
  // set the default type to 'no type'
  const type = this._type || 'no type';
```

```javascript
```
// good
function getType() {
    console.log('fetching type...');

    // set the default type to 'no type'
    const type = this._type || 'no type';

    return type;
}

// also good
function getType() {
    // set the default type to 'no type'
    const type = this._type || 'no type';

    return type;
}

```
// FIXME: shouldn't use a global here
total = 0;
```
constructor() {
  super();

  // TODO: total should be configurable by an options param
  this.total = 0;
}
}
```

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## Whitespace

- [18.1](#whitespace--spaces) Use soft tabs set to 2 spaces. eslint: [`indent`](http://eslint.org/docs/rules/indent.html) jscs: [`validateIndentation`](http://jscs.info/rule/validateIndentation)

```
// bad
function foo() {
  const name;
}

// bad
function bar() {
  const name;
}

// good
function baz() {
  const name;
}
```

- [18.2](#whitespace--before-blocks) Place 1 space before the leading brace. eslint: [`space-before-blocks`](http://eslint.org/docs/rules/space-before-blocks.html) jscs: [`requireSpaceBeforeBlockStatements`](http://jscs.info/rule/requireSpaceBeforeBlockStatements)

```
// bad
function test() {
  console.log('test');
}

// good
function test() {
```
```javascript
// bad
dog.set('attr',{  
age: '1 year',  
breed: 'Bernese Mountain Dog',  
});

// good
dog.set('attr', {  
age: '1 year',  
breed: 'Bernese Mountain Dog',  
});
```
```javascript
// bad
const x = y + 5;
```

```javascript
// good
const x = y + 5;
```


```javascript
// bad
(function (global) {
    // ...stuff...
})(this);
```

```javascript
// good
(function (global) {
    // ...stuff...
})(this);
```

- [18.6](#whitespace-chains) Use indentation when making long method chains (more than 2 method chains). Use a leading dot, which emphasizes that the line is a method call, not a new statement. eslint: ['newline-per-chained-call'](http://eslint.org/docs/rules/newline-per-chained-call) ['no-whitespace-before-property'](http://eslint.org/docs/rules/no-whitespace-before-property)

```javascript
// bad
$('#items').find('.selected').highlight().end().find('.open').updateCount();
```

// bad
```javascript
$('#items').
  find('.selected').
  highlight().
  end().
  find('.open').
  updateCount();

// good
$('#items')
  .find('.selected')
  .highlight()
  .end()
  .find('.open')
  .updateCount();

// bad
const leds = stage.selectAll('.led').data(data).enter().append('svg:svg').classed('led', true)
  .attr('width', (radius + margin) * 2).append('svg:g')
  .attr('transform', 'translate(' + (radius + margin) + ',' + (radius + margin) + ')')
  .call(tron.led);

// good
const leds = stage.selectAll('.led')
  .data(data)
  .enter().append('svg:svg')
  .classed('led', true)
  .attr('width', (radius + margin) * 2)
  .append('svg:g')
  .attr('transform', 'translate(' + (radius + margin) + ',' + (radius + margin) + ')')
  .call(tron.led);

// good
const leds = stage.selectAll('.led').data(data);
```
return bar;
}

return baz;

// bad
const obj = {
  foo() {
  },
  bar() {
  },
};
return obj;

// good
const obj = {
  foo() {
  },
  bar() {
  },
};
return obj;

// bad
const arr = [
  function foo() {
  },
  function bar() {
  },
];
return arr;

// good
const arr = [
  function foo() {
  },
  function bar() {
  },
];
return arr;

<a name="whitespace--padded-blocks"></a><a name="18.8"></a>- [18.8](#whitespace--padded-blocks) Do not pad your blocks with blank lines. eslint: `padded-
```javascript
// bad
function bar() {
    console.log(foo);
}

// also bad
if (baz) {
    console.log(qux);
} else {
    console.log(foo);
}

// good
function bar() {
    console.log(foo);
}

// good
if (baz) {
    console.log(qux);
} else {
    console.log(foo);
}
```


```javascript
// bad
function bar( foo ) {
    return foo;
}

// good
function bar(foo) {
    return foo;
}
```
// bad
if (foo) {
    console.log(foo);
}

// good
if (foo) {
    console.log(foo);
}
```
```javascript
// bad
const foo = [1, 2, 3];
console.log(foo[0]);
// good
const foo = [1, 2, 3];
console.log(foo[0]);
```

```
```


```
```


```
```

- [18.12](#whitespace--max-len) Avoid having lines of code that are longer than 100 characters (including whitespace). Note: per [above](#strings--line-length), long strings are exempt from this rule, and should not be broken up. eslint: ["max-len"](http://eslint.org/docs/rules/max-len.html) jscs: ["maximumLineLength"](http://jscs.info/rule/maximumLineLength)

> Why? This ensures readability and maintainability.
```javascript
// bad
const foo = jsonData && jsonData.foo && jsonData.foo.bar && jsonData.foo.bar.baz &&
jsonData.foo.bar.baz.quux && jsonData.foo.bar.baz.quux.xyzzy;

// bad
console.log('Congratulations!')).fail(() => console.log('You have failed this city.'));

// good
const foo = jsonData
&& jsonData.foo
&& jsonData.foo.bar
&& jsonData.foo.bar.baz
&& jsonData.foo.bar.baz.quux
&& jsonData.foo.bar.baz.quux.xyzzy;

// good
$.ajax({
    method: 'POST',
    url: 'https://airbnb.com/',
    data: { name: 'John' },
})
    .done(() => console.log('Congratulations!'))
    .fail(() => console.log('You have failed this city.'));
```

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## Commas

- [19.1](#commas--leading-trailing) Leading commas: **Nope.** eslint: [`comma-style`](http://eslint.org/docs/rules/comma-style.html) jscs: [`requireCommaBeforeLineBreak`](http://jscs.info/rule/requireCommaBeforeLineBreak)

```javascript
// bad
const story = [
    once,
    upon,
    aTime
    ];

// good
const story = [
    once,
    upon,
```
aTime,
];

// bad
const hero = {
    firstName: 'Ada'
, lastName: 'Lovelace'
, birthYear: 1815
, superPower: 'computers'
};

// good
const hero = {
    firstName: 'Ada',
    lastName: 'Lovelace',
    birthYear: 1815,
    superPower: 'computers',
};
```javascript
// bad - git diff without trailing comma
const hero = {
    firstName: 'Florence',
    lastName: 'Nightingale'
};

// good - git diff with trailing comma
const hero = {
    firstName: 'Florence',
    lastName: 'Nightingale',
    inventorOf: ['coxcomb chart', 'modern nursing']
};
```
lastName: 'Scully' 

const heroes = [
    'Batman',
    'Superman'
];

// good
const hero = {
    firstName: 'Dana',
    lastName: 'Scully',
};

const heroes = [
    'Batman',
    'Superman',
];
```

## Semicolons

- Yup. eslint: `[semi]` [eslint.org/docs/rules/semi.html] jscs: `[requireSemicolons]` [jscs.info/rule/requireSemicolons]

```javascript

// bad
(function () {
    const name = 'Skywalker'
    return name
})();

// good
(function () {
    const name = 'Skywalker';
    return name;
})();

// good, but legacy (guards against the function becoming an argument when two files with IIFEs are concatenated)
;(() => {
    const name = 'Skywalker';
    return name;
})();
```
## Type Casting & Coercion

- **[21.1](#coercion--explicit)** Perform type coercion at the beginning of the statement.

- **[21.2](#coercion--strings)** Strings:

  ```javascript
  // => this.reviewScore = 9;

  // bad
  const totalScore = this.reviewScore + ''; // invokes this.reviewScore.valueOf()

  // bad
  const totalScore = this.reviewScore.toString(); // isn't guaranteed to return a string

  // good
  const totalScore = String(this.reviewScore);
  ```

- **[21.3](#coercion--numbers)** Numbers: Use `Number` for type casting and `parseInt` always with a radix for parsing strings. eslint: [`radix`](http://eslint.org/docs/rules/radix)

  ```javascript
  const inputValue = '4';

  // bad
  const val = new Number(inputValue);

  // bad
  const val = +inputValue;

  // bad
  const val = inputValue >> 0;

  // bad
  const val = parseInt(inputValue);
  ```
```javascript
// good
const val = Number(inputValue);

// good
const val = parseInt(inputValue, 10);
```
## Naming Conventions

- **[22.1](#naming--descriptive)** Avoid single letter names. Be descriptive with your naming. eslint: [`id-length`](http://eslint.org/docs/rules/id-length)

```
```javascript
// bad
function q() {
    // ...stuff...
}

// good
function query() {
    // ...stuff...
}
```

- **[22.2](#naming--camelCase)** Use camelCase when naming objects, functions, and instances. eslint: [`camelcase`](http://eslint.org/docs/rules/camelcase.html) jscs: [`requireCamelCaseOrUpperCaseIdentifiers`](http://jscs.info/rule/requireCamelCaseOrUpperCaseIdentifiers)

```
```javascript
// bad
const OBJEctttsssss = {};
const this_is_my_object = {};
function c() {}

// good
const thisIsMyObject = {};
function thisIsMyFunction() {}
```

- **[22.3](#naming--PascalCase)** Use PascalCase only when naming constructors or classes. eslint: [`new-cap`](http://eslint.org/docs/rules/new-cap.html) jscs: [`requireCapitalizedConstructors`](http://jscs.info/rule/requireCapitalizedConstructors)

```
```javascript
// bad
function user(options) {
    this.name = options.name;
```
const bad = new user({
    name: 'nope',
});

// good
class User {
    constructor(options) {
        this.name = options.name;
    }
}

const good = new User({
    name: 'yup',
});

---


> Why? JavaScript does not have the concept of privacy in terms of properties or methods. Although a leading underscore is a common convention to mean private, in fact, these properties are fully public, and as such, are part of your public API contract. This convention might lead developers to wrongly think that a change won't count as breaking, or that tests aren't needed. tl;dr: if you want something to be private, it must not be observably present.

```javascript
// bad
this.__firstName__ = 'Panda';
this.firstName_ = 'Panda';
this._firstName = 'Panda';

// good
this.firstName = 'Panda';
```

---


```javascript
// bad
function foo() {
    const self = this;
```
return function () {
    console.log(self);
};
}

// bad
function foo() {
    const that = this;
    return function () {
        console.log(that);
    };
}

// good
function foo() {
    return () => {
        console.log(this);
    };
}

```
```javascript
// file 1 contents
class CheckBox {
    // ...
}
export default CheckBox;

// file 2 contents
export default function fortyTwo() { return 42; }

// file 3 contents
export default function insideDirectory() {}

// in some other file
// bad
import CheckBox from './checkBox'; // PascalCase import/export, camelCase filename
import FortyTwo from './FortyTwo'; // PascalCase import/filename, camelCase export
import InsideDirectory from './InsideDirectory'; // PascalCase import/filename, camelCase export

// bad
import CheckBox from './check_box'; // PascalCase import/export, snake_case filename
import forty_two from './forty_two'; // snake_case import/filename, camelCase export
import inside_directory from './inside_directory'; // snake_case import, camelCase export
import index from './inside_directory/index'; // requiring the index file explicitly

- [22.6][#naming--filename-matches-export] A base filename should exactly match the name of its default export.

```
```javascript
// in some other file
// bad
import CheckBox from './check_box'; // PascalCase import/export, camelCase filename
import FortyTwo from './FortyTwo'; // PascalCase import/filename, camelCase export
import InsideDirectory from './InsideDirectory'; // PascalCase import/filename, camelCase export

// bad
import CheckBox from './check_box'; // PascalCase import/export, snake_case filename
import forty_two from './forty_two'; // snake_case import/filename, camelCase export
import inside_directory from './inside_directory'; // snake_case import, camelCase export
import index from './inside_directory/index'; // requiring the index file explicitly

```
```
import insideDirectory from './insideDirectory/index'; // requiring the index file explicitly

// good
import CheckBox from './CheckBox'; // PascalCase export/import/filename
import fortyTwo from './fortyTwo'; // camelCase export/import/filename
import insideDirectory from './insideDirectory'; // camelCase export/import/directory name/implicit "index"
// ^ supports both insideDirectory.js and insideDirectory/index.js
```
```javascript

<a name="naming--camelCase-default-export"></a><a name="22.7"></a>- [22.7](#naming--camelCase-default-export) Use camelCase when you export-default a function. Your filename should be identical to your function's name.

```javascript
function makeStyleGuide() {

export default makeStyleGuide;
```

<a name="naming--PascalCase-singleton"></a><a name="22.8"></a>- [22.8](#naming--PascalCase-singleton) Use PascalCase when you export a constructor / class / singleton / function library / bare object.

```javascript
const AirbnbStyleGuide = {
es6: {
}
};
```

export default AirbnbStyleGuide;
```

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## Accessors

<a name="accessors--not-required"></a><a name="23.1"></a>- [23.1](#accessors--not-required) Accessor functions for properties are not required.

<a name="accessors--no-getters-setters"></a><a name="23.2"></a>- [23.2](#accessors--no-getters-setters) Do not use JavaScript getters/setters as they cause unexpected side effects and are harder to test, maintain, and reason about. Instead, if you do make accessor functions, use getVal() and setVal('hello').

```javascript
```
// bad
class Dragon {
  get age() {
    // ...
  }

  set age(value) {
    // ...
  }
}

// good
class Dragon {
  getAge() {
    // ...
  }

  setAge(value) {
    // ...
  }
}

```
```javascript
// bad
if (!dragon.age()) {
  return false;
}

// good
if (!dragon.hasAge()) {
  return false;
}
```

```
```javascript
```
```
set(key, val) {
    this[key] = val;
}

get(key) {
    return this[key];
}
```

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## Events

- [24.1](#events--hash) When attaching data payloads to events (whether DOM events or something more proprietary like Backbone events), pass a hash instead of a raw value. This allows a subsequent contributor to add more data to the event payload without finding and updating every handler for the event. For example, instead of:

```
javascript
// bad
$(this).trigger('listingUpdated', listing.id);
...

$(this).on('listingUpdated', (e, listingId) => {
    // do something with listingId
});
```

prefer:

```
javascript
// good
$(this).trigger('listingUpdated', { listingId: listing.id });
...

$(this).on('listingUpdated', (e, data) => {
    // do something with data.listingId
});
```

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## jQuery
- [25.1](#jquery--dollar-prefix) Prefix jQuery object variables with a `$`. jscs:

`[ 'requireDollarBeforejQueryAssignment' ](http://jscs.info/rule/requireDollarBeforejQueryAssignment)

```javascript

```

```javascript

```

- [25.2](#jquery--cache) Cache jQuery lookups.

```javascript

```

```javascript

```

- [25.3](#jquery--queries) For DOM queries use Cascading `$('.sidebar ul')` or parent > child `$('.sidebar > ul')`.

[jsPerf](http://jsperf.com/jquery-find-vs-context-sel/16)
- [25.4](#jquery--find) Use `find` with scoped jQuery object queries.

```javascript
// bad
$('ul', '.sidebar').hide();

// bad
$('.sidebar').find('ul').hide();

// good
$('.sidebar ul').hide();

// good
$('.sidebar > ul').hide();

// good
$sidebar.find('ul').hide();
```

---

## ECMAScript 5 Compatibility

- [26.1](#es5-compat--kangax) Refer to [Kangax](https://twitter.com/kangax/)’s ES5 [compatibility table](https://kangax.github.io/es5-compat-table/).

---

## ECMAScript 6+ (ES 2015+) Styles

- [27.1](#es6-styles) This is a collection of links to the various ES6 features.

1. [Arrow Functions](#arrow-functions)
1. [Classes](#classes--constructors)
1. [Object Shorthand](#es6-object-shorthand)
1. [Object Concise](#es6-object-concise)
1. [Object Computed Properties](#es6-computed-properties)
1. [Template Strings](#es6-template-literals)
1. [Destructuring](#destructuring)
1. [Default Parameters](#es6-default-parameters)
1. [Rest](#es6-rest)
1. [Array Spreads](#es6-array-spreads)
1. [Let and Const](#references)
1. [Iterators and Generators](#iterators-and-generators)

1. [Modules](#modules)

   - [27.2](#tc39-proposals) Do not use [TC39 proposals](https://github.com/tc39/proposals) that have not reached stage 3.

   > Why? They are not finalized, and they are subject to change or to be withdrawn entirely. We want to use JavaScript, and proposals are not JavaScript yet.

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## Testing

- [28.1](#testing--yup) **Yup.**

```javascript
function foo() {
    return true;
}
```

- [28.2](#testing--for-real) **No, but seriously:**

  - Whichever testing framework you use, you should be writing tests!
  - Strive to write many small pure functions, and minimize where mutations occur.
  - Be cautious about stubs and mocks - they can make your tests more brittle.
  - We primarily use ['mocha'](https://www.npmjs.com/package/mocha) at Airbnb. ['tape'](https://www.npmjs.com/package/tape) is also used occasionally for small, separate modules.

- 100% test coverage is a good goal to strive for, even if it's not always practical to reach it.
- Whenever you fix a bug, _write a regression test_. A bug fixed without a regression test is almost certainly going to break again in the future.

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## Performance

- [On Layout & Web Performance](https://www.kellegous.com/j/2013/01/26/layout-performance/)
- [String vs Array Concat](https://jsperf.com/string-vs-array-concat/2)
- [Try/Catch Cost In a Loop](https://jsperf.com/try-catch-in-loop-cost)
- [Bang Function](https://jsperf.com/bang-function)
- [jQuery Find vs Context, Selector](https://jsperf.com/jquery-find-vs-context-sel/13)
- [innerHTML vs textContent for script text](https://jsperf.com/innerhtml-vs-textcontent-for-script-text)
- [Long String Concatenation](https://jsperf.com/ya-string-concat)


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## Resources

**Learning ES6**

- [Draft ECMA 2015 (ES6) Spec](https://people.mozilla.org/~jorendorff/es6-draft.html)
- [ExploringJS](http://exploringjs.com/)
- [ES6 Compatibility Table](https://kangax.github.io/compat-table/es6/)
- [Comprehensive Overview of ES6 Features](http://es6-features.org/)

**Read This**

- [Standard ECMA-262](http://www.ecma-international.org/ecma-262/6.0/index.html)

**Tools**

- Code Style Linters
  + [ESLint](http://eslint.org/) - [Airbnb Style .eslintrc](https://github.com/airbnb/javascript/blob/master/linters/.eslintrc)
  + [JSHint](http://jshint.com/) - [Airbnb Style .jshintrc](https://github.com/airbnb/javascript/blob/master/linters/.jshintrc)
  + [JSCS](https://github.com/jscs-dev/node-jscs) - [Airbnb Style Preset](https://github.com/jscs-dev/node-jscs/blob/master/presets/airbnb.json)

**Other Style Guides**

- [Google JavaScript Style Guide](https://google.github.io/styleguide/javascriptguide.xml)
- [jQuery Core Style Guidelines](https://contribute.jquery.org/style-guide/js/)
- [Principles of Writing Consistent, Idiomatic JavaScript](https://github.com/rwaldron/idiomatic.js)

**Other Styles**

- [Naming this in nested functions](https://gist.github.com/cjohansen/4135065) - Christian Johansen
- [Conditional Callbacks](https://github.com/airbnb/javascript/issues/52) - Ross Allen
- [Popular JavaScript Coding Conventions on Github](http://sideeffect.kr/popularconvention/#javascript) - JeongHoon Byun
- [Multiple var statements in JavaScript, not superfluous](http://benalman.com/news/2012/05/multiple-var-statements-javascript/) - Ben Alman

**Further Reading**

- [Understanding JavaScript Closures](https://javascriptweblog.wordpress.com/2010/10/25/understanding-javascript-closures/) - Angus Croll
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- [Basic JavaScript for the impatient programmer](http://www.2ality.com/2013/06/basic-javascript.html) - Dr. Axel Rauschmayer
- [You Might Not Need jQuery](http://youmighthotneedingjquery.com/) - Zack Bloom & Adam Schwartz
- [ES6 Features](https://github.com/lukehoban/es6features) - Luke Hoban
- [Frontend Guidelines](https://github.com/bendc/frontend-guidelines) - Benjamin De Cock

**Books**

- [JavaScript: The Good Parts](https://www.amazon.com/JavaScript-Good-Parts-Douglas-Crockford/dp/0596517742) - Douglas Crockford
- [JavaScript Patterns](https://www.amazon.com/JavaScript-Patterns-Stoyan-Stefanov/dp/0596806752) - Stoyan Stefanov
- [Pro JavaScript Design Patterns](https://www.amazon.com/JavaScript-Design-Patterns-Recipes-Problem-Solution/dp/159059908X) - Ross Harmes and Dustin Diaz
- [High Performance Web Sites: Essential Knowledge for Front-End Engineers](https://www.amazon.com/High-Performance-Web-Sites-Essential/dp/0596529309) - Steve Souders
- [Maintainable JavaScript](https://www.amazon.com/Maintainable-JavaScript-Nicholas-C-Zakas/dp/1449327680) - Nicholas C. Zakas
- [JavaScript Web Applications](https://www.amazon.com/JavaScript-Web-Applications-Alex-MacCaw/dp/144930351X) - Alex MacCaw
- [Pro JavaScript Techniques](https://www.amazon.com/Pro-JavaScript-Techniques-John-Resig/dp/1590597273) - John Resig
- [Secrets of the JavaScript Ninja](https://www.amazon.com/Secrets-JavaScript-Ninja-John-Resig/dp/193398869X) - John Resig and Bear Bibeault
- [Human JavaScript](http://humanjavascript.com/) - Henrik Joreteg
- [Superhero.js](http://superherojs.com/) - Kim Joar Bekkelund, Mads Mobk, & Olav Bjorkoy
- [JSBooks](http://jsbooks.revolunet.com/) - Julien Bouquillon
- [Third Party JavaScript](https://www.manning.com/books/third-party-javascript) - Ben Vinegar and Anton Kovalyov
- [Effective JavaScript: 68 Specific Ways to Harness the Power of JavaScript](http://amzn.com/0321812182) - David Herman
- [Eloquent JavaScript](http://eloquentjavascript.net/) - Marijn Haverbeke
- [You Don't Know JS: ES6 & Beyond](http://shop.oreilly.com/product/0636920033769.do) - Kyle Simpson

**Blogs**

- [DailyJS](http://dailyjs.com/)
- [JavaScript Weekly](http://javascriptweekly.com/)
- [JavaScript, JavaScript...](https://javascriptweblog.wordpress.com/)
- [Bocoup Weblog](https://bocoup.com/weblog)
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- [Perfection Kills](http://perfectionkills.com/)
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- [Dustin Diaz](http://dustindiaz.com/)
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- [JavaScript Jabber](https://devchat.tv/js-jabber/)

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- **4Catalyzer**: [4Catalyzer/javascript](https://github.com/4Catalyzer/javascript)
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- **How About We**: [howaboutwe/javascript](https://github.com/howaboutwe/javascript-style-guide)
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- **Hyper**: [hyperoslo/javascript-playbook](https://github.com/hyperoslo/javascript-playbook)
- **Intent Media**: [intentmedia/javascript](https://github.com/intentmedia/javascript)
- **Jam3**: [Jam3/Javascript-Code-Conventions](https://github.com/Jam3/Javascript-Code-Conventions)
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- **Springload**: [springload/javascript](https://github.com/springload/javascript)
- **StratoDem Analytics**: [stratodem/javascript](https://github.com/stratodem/javascript)
- **SteelKiwi Development**: [steelkiwi/javascript](https://github.com/steelkiwi/javascript)
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- ![br](https://raw.githubusercontent.com/gosquared/flags/master/flags/flags/shiny/24/Brazil.png) **Brazilian Portuguese**: [armoucar/javascript-style-guide](https://github.com/armoucar/javascript-style-guide)
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```
# }
```

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* Handles an I/O event or intercepts an I/O operation, and forwards it to its next handler in
* its [@link ChannelPipeline].
*<h3>Sub-types</h3>
*<p>
* [@link ChannelHandler] itself does not provide many methods, but you usually have to implement one of its
subtypes:
*<ul>
*<li>[@link ChannelInboundHandler] to handle inbound I/O events, and</li>
*<li>[@link ChannelOutboundHandler] to handle outbound I/O operations.</li>
*<ul>
*<p>
*<p>
* Alternatively, the following adapter classes are provided for your convenience:
*<ul>
*<li>[@link ChannelInboundHandlerAdapter] to handle inbound I/O events,</li>
*<li>[@link ChannelOutboundHandlerAdapter] to handle outbound I/O operations, and</li>
*<li>[@link ChannelDuplexHandler] to handle both inbound and outbound events</li>
*<ul>
*<p>
*<p>
* For more information, please refer to the documentation of each subtype.
*</p>
*
*<h3>The context object</h3>
*<p>
*A [@link ChannelHandler] is provided with a [@link ChannelHandlerContext]
*object. A [@link ChannelHandler] is supposed to interact with the
*[@link ChannelPipeline] it belongs to via a context object. Using the
*context object, the [@link ChannelHandler] can pass events upstream or
*downstream, modify the pipeline dynamically, or store the information
*(using [@link AttributeKey]s) which is specific to the handler.
*
*<h3>State management</h3>
*
*A [@link ChannelHandler] often needs to store some stateful information.
*The simplest and recommended approach is to use member variables:
*<pre>
*public interface Message {
*    // your methods here
*}
*
* public class DataServerHandler extends @link SimpleChannelInboundHandler\Message{ @ Override }{
    @code
    private boolean loggedIn;
    @code
    @Override
    public void channelRead0(@link ChannelHandlerContext\ctx, Message message) {
        if (message instanceof LoginMessage) {
            authenticate((LoginMessage) message);
            loggedIn = true;
        } else (message instanceof GetDataMessage) {
            if (loggedIn) {
                ctx.writeAndFlush(fetchSecret((GetDataMessage) message));
            } else {
                fail();
            }
        }
    }
    ...
}
* </pre>
* Because the handler instance has a state variable which is dedicated to
* one connection, you have to create a new handler instance for each new
* channel to avoid a race condition where a unauthenticated client can get
* the confidential information:
* <pre>
* // Create a new handler instance per channel.
* // See { @link ChannelInitializer\initChannel\Channel{ } }. 
* public class DataServerInitializer extends @link ChannelInitializer\&\{ @link Channel\}{ }{ @ Override }{
    @code
    public void initChannel(@link Channel\channel) {
        channel.pipeline().addLast("handler", new DataServerHandler());
    }
    }
* </pre>
* 
* <h4>Using { AttributeKey\}{ }s</h4>
* 
* Although it's recommended to use member variables to store the state of a
* handler, for some reason you might not want to create many handler instances.
* In such a case, you can use { AttributeKey\}{ }s which is provided by
* { @link ChannelHandlerContext\}: 
* <pre>
* public interface Message {
*     // your methods here
* }
* 
* { @code @Sharable}
* public class DataServerHandler extends { @link SimpleChannelInboundHandler }\&lt;Message\&gt; { 
*     private final { @link AttributeKey }&lt;{ @link Boolean }\&gt; auth = 
*         { @link AttributeKey#valueOf(String) AttributeKey.valueOf("auth")}; 
* 
*         { @code @Override } 
*         public void channelRead({ @link ChannelHandlerContext } ctx, Message message) { 
*             { @link Attribute }&lt;{ @link Boolean }\&gt; attr = ctx.attr(auth); 
*             if (message instanceof LoginMessage) { 
*                 authenticate((LoginMessage) o); 
*                 \textbf{attr.set(true);} 
*             } else (message instanceof GetDataMessage) { 
*                 if (\textbf{Boolean.TRUE.equals(attr.get())}) { 
*                     ctx.writeAndFlush(fetchSecret((GetDataMessage) o)); 
*                 } else { 
*                     fail(); 
*                 } 
*             } 
*         } 
*     } 
*     ...
* } 
* </pre>

Now that the state of the handler is attached to the { @link ChannelHandlerContext }, you can add the
* same handler instance to different pipelines:
* </pre>

* public class DataServerInitializer extends { @link ChannelInitializer }&lt;{ @link Channel }\&gt; { 
*     private static final DataServerHandler \textbf{SHARED} = new DataServerHandler(); 
* 
*         { @code @Override } 
*         public void initChannel({ @link Channel } channel) { 
*             channel.pipeline().addLast("handler", \textbf{SHARED}); 
*         } 
*     } 
* } 
* </pre>

* \textbf{<h4>The \{ @code @Sharable \} annotation</h4>}
* </p>
* In the example above which used an \{ @link AttributeKey \},
* you might have noticed the \{ @code @Sharable \} annotation.
* </p>
* If a \{ @link ChannelHandler \} is annotated with the \{ @code @Sharable \}
* annotation, it means you can create an instance of the handler just once and
* add it to one or more \{ @link ChannelPipeline \}s multiple times without
* a race condition.
* </p>
* If this annotation is not specified, you have to create a new handler
* instance every time you add it to a pipeline because it has unshared state
such as member variables.

This annotation is provided for documentation purpose, just like the JCIP annotations."

Additional resources worth reading
Please refer to the [ChannelHandler], and [ChannelPipeline] to find out more about inbound and outbound operations, what fundamental differences they have, how they flow in a pipeline, and how to handle the operation in your application.

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* /opt/ws_local/PERMITS_SQL/1072871146_1595214703.66/0/netty-transport-4-1-42-final-sources-1-
  jar/io/netty/channel/ChannelHandlerMask.java
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* /opt/ws_local/PERMITS_SQL/1072871146_1595214703.66/0/netty-transport-4.1.42-final-sources-1.jar/io/netty/channel/ReflectiveChannelFactory.java
* /opt/ws_local/PERMITS_SQL/1072871146_1595214703.66/0/netty-transport-4.1.42-final-sources-1.jar/io/netty/channel/embedded/EmbeddedChannelId.java

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1.749 getpass 0.1.7 0.1.7

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<html>
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Class, field, and method level annotations for describing thread-safety policies.
</p>

<p>
Three class-level annotations describe the <em>intended</em> thread-safety promises of a class: <code>@Immutable</code>, <code>@ThreadSafe</code>, and <code>@NotThreadSafe</code>. <code>@Immutable</code> means that the class is immutable, and implies <code>@ThreadSafe</code>. <code>@NotThreadSafe</code> is optional; if a class is not annotated as thread-safe, it should be presumed not to be thread-safe, but if you want to make it extra clear, use <code>@NotThreadSafe</code>.
</p>
These annotations are relatively unintrusive and are beneficial to both users and maintainers. Users can see immediately whether a class is thread-safe, and maintainers can see immediately whether thread-safety guarantees must be preserved. Annotations are also useful to a third constituency: tools. Static code-analysis tools may be able to verify that the code complies with the contract indicated by the annotation, such as verifying that a class annotated with <code>@Immutable</code> actually is immutable.

<h2>Field and method annotations</h2>

The class-level annotations above are part of the public documentation for the class. Other aspects of a class's thread-safety strategy are entirely for maintainers and are not part of its public documentation.

Classes that use locking should document which state variables are guarded with which locks, and which locks are used to guard those variables. A common source of inadvertent non-thread-safety is when a thread-safe class consistently uses locking to guard its state, but is later modified to add either new state variables that are not adequately guarded by locking, or new methods that do not use locking properly to guard the existing state variables. Documenting which variables are guarded by which locks can help prevent both types of omissions.

The <code>@GuardedBy(lock)</code> annotation documents that a field or method should be accessed only with a specific lock held.

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1.751 tmp 0.0.33 0.0.33

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1.824 cipher-base 1.0.4 1.0.4

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1.831 arr-diff 4.0.0 4.0.0

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

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* org.eclipse.jetty.orbit:javax.mail.glassfish
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https://glassfish.dev.java.net/nonav/public/CDDL/GPL.html

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

Oracle OpenJDK

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

* java.sun.security.ssl

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

OW2

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

Apache

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

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

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Mortbay

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

org.eclipse.jetty.toolchain:jetty-schemas

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Assorted

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1.861 es6-symbol 3.1.1 3.1.1

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1.862 babel-preset-stage-0 6.24.1 6.24.1

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1.867 d-conf 0.24.0-2
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* /opt/cola/permits/1136702011_1613864519.07/0/mongodb-driver-core-3-0-4-sources-1-jar/com/mongodb/client/model/DeleteOneModel.java
* /opt/cola/permits/1136702011_1613864519.07/0/mongodb-driver-core-3-0-4-sources-1-jar/com/mongodb/client/model/CountOptions.java

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* /opt/cola/permits/1136702011_1613864519.07/0/mongodb-driver-core-3-0-4-sources-1-jar/com/mongodb/client/model/Sorts.java

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  jar/com/mongodb/event/ClusterListener.java
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  jar/com/mongodb/connection/WriteCommandProtocol.java
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  jar/com/mongodb/operation/DeleteOperation.java
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  jar/com/mongodb/connection/Stream.java
* /opt/cola/permits/1136702011_1613864519.07/0/mongodb-driver-core-3-0-4-sources-1-
  jar/com/mongodb/connection/CommandMessage.java
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  jar/com/mongodb/connection/X509Authenticator.java
* /opt/cola/permits/1136702011_1613864519.07/0/mongodb-driver-core-3-0-4-sources-1-
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* /opt/cola/permits/1136702011_1613864519.07/0/mongodb-driver-core-3-0-4-sources-1-
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* /opt/cola/permits/1136702011_1613864519.07/0/mongodb-driver-core-3-0-4-sources-1-
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* /opt/cola/permits/1136702011_1613864519.07/0/mongodb-driver-core-3-0-4-sources-1-
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jar/com/mongodb/connection/ReplyMessage.java
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* /opt/cola/permits/1136702011_1613864519.07/0/mongodb-driver-core-3-0-4-sources-1.jar/com/mongodb/connection/ClusterDescription.java
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* /opt/cola/permits/1136702011_1613864519.07/0/mongodb-driver-core-3-0-4-sources-1.jar/com/mongodb/WriteConcernResult.java
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* /opt/cola/permits/1136702011_1613864519.07/0/mongodb-driver-core-3-0-4-sources-1-
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jar/com/mongodb/MongoSecurityException.java
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* /opt/cola/permits/1136702011_1613864519.07/0/mongodb-driver-core-3-0-4-sources-1-jar/com/mongodb/connection/DefaultAuthenticator.java
* /opt/cola/permits/1136702011_1613864519.07/0/mongodb-driver-core-3-0-4-sources-1-jar/com/mongodb/CursorType.java
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* /opt/cola/permits/1136702011_1613864519.07/0/mongodb-driver-core-3-0-4-sources-1-jar/com/mongodb/MongoNodeIsRecoveringException.java

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* /opt/cola/permits/1136702011_1613864519.07/0/mongodb-driver-core-3-0-4-sources-1-jar/com/mongodb/annotations/NotThreadSafe.java

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*/
/**
 * Returns an array containing all of the elements in this deque, in
 * proper sequence (from first to last element).
 *
 * The returned array will be "safe" in that no references to it are
 * maintained by this deque. (In other words, this method must allocate
 * a new array). The caller is thus free to modify the returned array.
 *
 * This method acts as bridge between array-based and collection-based
 * APIs.
 *
 * @return an array containing all of the elements in this deque
 */

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* /opt/cola/permits/1136702011_1613864519.07/0/mongodb-driver-core-3-0-4-sources-1-
  jar/com/mongodb/internal/connection/ConcurrentLinkedDeque.java
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  jar/com/mongodb/client/model/ReturnDocument.java
* /opt/cola/permits/1136702011_1613864519.07/0/mongodb-driver-core-3-0-4-sources-1-
  jar/com/mongodb/client/model/BsonArrayWrapper.java
* /opt/cola/permits/1136702011_1613864519.07/0/mongodb-driver-core-3-0-4-sources-1-
  jar/com/mongodb/async/package-info.java
* /opt/cola/permits/1136702011_1613864519.07/0/mongodb-driver-core-3-0-4-sources-1-
  jar/com/mongodb/connection/netty/package-info.java
* /opt/cola/permits/1136702011_1613864519.07/0/mongodb-driver-core-3-0-4-sources-1-
  jar/com/mongodb/assertions/package-info.java
* /opt/cola/permits/1136702011_1613864519.07/0/mongodb-driver-core-3-0-4-sources-1-
  jar/com/mongodb/client/result/package-info.java
* /opt/cola/permits/1136702011_1613864519.07/0/mongodb-driver-core-3-0-4-sources-1-
  jar/com/mongodb/client/model/package-info.java
* /opt/cola/permits/1136702011_1613864519.07/0/mongodb-driver-core-3-0-4-sources-1-
  jar/com/mongodb/operation/BsonArrayWriter.java
* /opt/cola/permits/1136702011_1613864519.07/0/mongodb-driver-core-3-0-4-sources-1-
  jar/com/mongodb/event/package-info.java
* /opt/cola/permits/1136702011_1613864519.07/0/mongodb-driver-core-3-0-4-sources-1-
  jar/com/mongodb/package-info.java
* /opt/cola/permits/1136702011_1613864519.07/0/mongodb-driver-core-3-0-4-sources-1-
  jar/com/mongodb/diagnostics/logging/package-info.java
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1.876 text-table 0.2.0 0.2.0

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* /opt/ws_local/PERMITS_SQL/1072871132_1595214674.28/0/netty-handler-4-1-42-final-sources-1-jar/io/netty/handler/ssl/Ocsp/OcspUtils.java

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* /opt/ws_local/PERMITS_SQL/1072871132_1595214674.28/0/netty-handler-4-1-42-final-sources-1-jar/io/netty/handler/timeout/package-info.java
* /opt/ws_local/PERMITS_SQL/1072871132_1595214674.28/0/netty-handler-4-1-42-final-sources-1-jar/io/netty/handler/timeout/IdleState.java
* /opt/ws_local/PERMITS_SQL/1072871132_1595214674.28/0/netty-handler-4-1-42-final-sources-1-jar/io/netty/handler/ssl/util/package-info.java
* /opt/ws_local/PERMITS_SQL/1072871132_1595214674.28/0/netty-handler-4-1-42-final-sources-1-jar/io/netty/handler/stream/ChunkedStream.java
* /opt/ws_local/PERMITS_SQL/1072871132_1595214674.28/0/netty-handler-4-1-42-final-sources-1-jar/io/netty/handler/timeout/package-info.java
* /opt/ws_local/PERMITS_SQL/1072871132_1595214674.28/0/netty-handler-4-1-42-final-sources-1-jar/io/netty/handler/ssl/package-info.java
* /opt/ws_local/PERMITS_SQL/1072871132_1595214674.28/0/netty-handler-4-1-42-final-sources-1-jar/io/netty/handler/ssl/sslHandler.java
* /opt/ws_local/PERMITS_SQL/1072871132_1595214674.28/0/netty-handler-4-1-42-final-sources-1-jar/io/netty/handler/timeout/WriteTimeoutHandler.java
* /opt/ws_local/PERMITS_SQL/1072871132_1595214674.28/0/netty-handler-4-1-42-final-sources-1-jar/io/netty/handler/stream/package-info.java
* /opt/ws_local/PERMITS_SQL/1072871132_1595214674.28/0/netty-handler-4-1-42-final-sources-1-jar/io/netty/handler/timeout/ReadTimeoutHandler.java
* /opt/ws_local/PERMITS_SQL/1072871132_1595214674.28/0/netty-handler-4-1-42-final-sources-1-jar/io/netty/handler/timeout/IdleStateEvent.java
* /opt/ws_local/PERMITS_SQL/1072871132_1595214674.28/0/netty-handler-4-1-42-final-sources-1-jar/io/netty/handler/timeout/TimeoutException.java
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* /opt/ws_local/PERMITS_SQL/1072871132_1595214674.28/0/netty-handler-4-1-42-final-sources-1-jar/io/netty/handler/ssl/OpenSslCertificateException.java
* /opt/ws_local/PERMITS_SQL/1072871132_1595214674.28/0/netty-handler-4-1-42-final-sources-1-jar/io/netty/handler/ssl/Java8SslUtils.java
* /opt/ws_local/PERMITS_SQL/1072871132_1595214674.28/0/netty-handler-4-1-42-final-sources-1-jar/io/netty/handler/ssl/DelegatingSslContext.java
* /opt/ws_local/PERMITS_SQL/1072871132_1595214674.28/0/netty-handler-4-1-42-final-sources-1-jar/io/netty/handler/flush/package-info.java
* /opt/ws_local/PERMITS_SQL/1072871132_1595214674.28/0/netty-handler-4-1-42-final-sources-1-jar/io/netty/handler/ssl/X509TrustManagerWrapper.java
* /opt/ws_local/PERMITS_SQL/1072871132_1595214674.28/0/netty-handler-4-1-42-final-sources-1-jar/io/netty/handler/ssl/PemX509Certificate.java
* /opt/ws_local/PERMITS_SQL/1072871132_1595214674.28/0/netty-handler-4-1-42-final-sources-1-jar/io/netty/handler/ssl/PemPrivateKey.java
* /opt/ws_local/PERMITS_SQL/1072871132_1595214674.28/0/netty-handler-4-1-42-final-sources-1-jar/io/netty/handler/ssl/OpenSslKeyMaterialManager.java
* /opt/ws_local/PERMITS_SQL/1072871132_1595214674.28/0/netty-handler-4-1-42-final-sources-1-jar/io/netty/handler/flow/package-info.java
* /opt/ws_local/PERMITS_SQL/1072871132_1595214674.28/0/netty-handler-4-1-42-final-sources-1-jar/io/netty/handler/flush/FlushConsolidationHandler.java
* /opt/ws_local/PERMITS_SQL/1072871132_1595214674.28/0/netty-handler-4-1-42-final-sources-1-jar/io/netty/handler/ssl/PemValue.java

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  * /opt/ws_local/PERMITS_SQL/1072871132_1595214674.28/0/netty-handler-4-1-42-final-sources-1-jar/io/netty/handler/traffic/GlobalTrafficShapingHandler.java
  * /opt/ws_local/PERMITS_SQL/1072871132_1595214674.28/0/netty-handler-4-1-42-final-sources-1-jar/io/netty/handler/traffic/package-info.java
  * /opt/ws_local/PERMITS_SQL/1072871132_1595214674.28/0/netty-handler-4-1-42-final-sources-1-jar/io/netty/handler/traffic/TrafficCounter.java
  * /opt/ws_local/PERMITS_SQL/1072871132_1595214674.28/0/netty-handler-4-1-42-final-sources-1-jar/io/netty/handler/traffic/ChannelTrafficShapingHandler.java

1.885 ienoopen 1.0.0 1.0.0
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1.886 is-plain-object 2.0.4 2.0.4
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1.887 libpciaccess 0.13.4 1

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1.888 cypress 1.0.0 1.0.0
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import cs from 'classnames'
import React, { Component } from 'react'
import { observer } from 'mobx-react'

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

cost SUCCESS = 'SUCCESS'
cost FAILURE = 'FAILURE'

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

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

    render () {
        return (
            <div
                className={cs('request-access', {
                    'is-submitting': this.state.isSubmitting,
                })}
                >
                {this._message()}
            </div>
        )
    }

    _message () {
        const membershipRequested = projectsStore.wasMembershipRequested(this.props.project.id)
        if (this.state.result === SUCCESS || membershipRequested) {
            return this._success()
        } else if (this.state.result === FAILURE) {
            return this._failure()
        } else {
            return this._noResult()
        }
    }

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

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

_failure () {
  const error = this.state.error

  // if they're denied or the request has already been made,
  // tell them it's all good
  if (errors.isDenied(error) || errors.isAlreadyRequested(error)) {
    return this._success()
  } else {
    return ( 
      <div className='empty'>
        <h4>
          <i className='fa fa-exclamation-triangle failed'></i>{' '}
          Request Failed
        </h4>
        <p>
          An unexpected error occurred while requesting access:
        </p>
        <pre className='alert alert-danger'>
          {this.state.error.message}
        </pre>
        <p>
          Try again.
        </p>
      </div>
    )
  }
}
_noResult () {
  return (
    <div className="empty">
      <h4>
        <i className='fa fa-lock'></i>
        Request access to see the runs
      </h4>
      <p>This is a private project created by someone else.</p>
      <p>The project owner must give you access to see the runs.</p>
      {this._button()}
    </div>
  )
}

_requestAccess = () => {
  this.setState({
    isSubmitting: true,
  })

  const id = this.props.project.id

  ipc.requestAccess(id)
    .then(() => {
      projectsStore.membershipRequested(id)
      this._setResult()
    })
    .catch(ipc.isUnauthed, ipc.handleUnauthed)
    .catch((error) => {
      this._setResult(error)
    })
}

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

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

1.889 dom-serializer 0.2.2 0.2.2
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1.893 jest-environment-jsdom 22.4.3 22.4.3

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1.894 doctrine 2.1.0 2.1.0

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# node-localstorage#

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_A drop-in substitute for the browser native localStorage API that runs on node.js._

### Working ###

* All methods in the [localStorage spec](http://www.w3.org/TR/webstorage/#storage) interface including:
  * length
  * setItem(key, value)
  * getItem(key)
  * removeItem(key)
  * key(n)
  * clear()
* Serializes to disk in the location specified during instantiation
* Supports the setting of a quota (default 5MB)
* Events. This doesn't exactly follow the spec which states that events are NOT supposed to be emitted to the browser window that took the action that triggered the event in the first place. They are are only to be emitted to listeners in other browser windows. Early browser implementations actually did it this way and we don't really have the equivalent of a browser window in node.js, so we choose to implement them in the current process. We did, however, include the pid information in place of the window uri, so if we later wanted to say think of other node.js processes accessing the same file system, we could actually implement it correctly. That would involve file watchers though and was more than we wanted to implement for now. Maybe later.

### Unsupported ###

* Associative array syntax `localStorage['myKey'] = 'myValue'`

## Credits ##

Author: [Larry Maccherone](http://maccherone.com)
## Usage ##

### CoffeeScript ###

```coffee
either localStorage?
  {LocalStorage} = require '../' # require 'node-localstorage' for you
  localStorage = new LocalStorage './scratch'

localStorage.setItem 'myFirstKey', 'myFirstValue'

console.log localStorage.getItem 'myFirstKey'
# myFirstValue

localStorage._deleteLocation() # cleans up ./scratch created during doctest
```

### JavaScript ###

```javascript
if (typeof localStorage === "undefined" || localStorage === null) {
  var LocalStorage = require('node-localstorage').LocalStorage;
  localStorage = new LocalStorage('./scratch');
}

localStorage.setItem('myFirstKey', 'myFirstValue');

console.log(localStorage.getItem('myFirstKey'))
```

## Installation ##

`npm install node-localstorage`

## Changelog ##

* 0.6.0 - 2015-09-11 - Removed references to deprecated fs.existsSync() (thanks, josephbosire)
* 0.5.2 - 2015-08-01 - Fixed defect where keys were not being updated correctly by removeItem() (thanks, ed69140)
* 0.5.1 - 2015-06-01 - Added support for events
* 0.5.0 - 2015-02-02 - Added JSONStorage class which allows you set and get native JSON
* 0.4.1 - 2015-02-02 - More robust publishing/tagging (like Lumenize)
* 0.4.0 - 2015-02-02 - Uses more efficient fs.statSync to set initial size (thanks, sudheer594)
* 0.3.6 - 2014-12-24 - Allows usage without `new`
* 0.3.5 - 2014-12-23 - Fixed toString() for QuotaExceededError
* 0.3.4 - 2013-07-07 - Moved CoffeeScript to devDependencies
* 0.3.3 - 2013-04-05 - Added support for '/' in keys by escaping before creating file names
* 0.3.2 - 2013-01-19 - Renamed QuotaExceededError to QUOTA_EXCEEDED_ERR to match most browsers
* 0.3.1 - 2013-01-19 - Fixed bug where it threw plain old Error instead of new QuotaExceededError
* 0.3.0 - 2013-01-19 - Added QuotaExceededError support
* 0.2.0 - 2013-01-03 - Added quota support
* 0.1.2 - 2012-11-02 - Finally got Travis CI working
* 0.1.1 - 2012-10-29 - Update to support Travis CI
* 0.1.0 - 2012-10-29 - Original version

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* /opt/ws_local/PERMITS_SQL/1022443198_1591851423.14/0/node-localstorage-0-6-0-tgz/package/README.md

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1.962 uritemplate 0.3.4 0.3.4
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/*global unescape, module, define, window, global*/

/*
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*/

(function (exportCallback) {
    "use strict";

    Found in path(s):
    * /opt/ws_local/PERMITS_SQL/1063105573_1593668271.03/0/uritemplate-js-0.3-4.zip/uritemplate-js-0.3.4/src/pre.txt

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    */
URI Template JS
==============

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

It exposes a constructor function UriTemplate with the two methods:

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

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

Requirements
------------

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

**npm install uritemplate**

and then in a node application:

```javascript
var 
    UriTemplate = require('uritemplate'),
    template;
template = UriTemplate.parse('{?query*}');
template.expand({query: {first: 1, second: 2}});
--> "?first=1&second=2"
```

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

```html
<script type="text/javascript" src="bin/uritemplate.js"></script>
<script type="text/javascript">
    var template = UriTemplate.parse('{?query*}');
    alert(template.expand({query: {first: 1, second: 2}}));
</script>
```
If you want to clone the git project, be aware of the submodule uritemplate-test. So you have to:

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

Build
-----

- npm install
- npm test

Tests
-----

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

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-------

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

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

Next Steps
----------

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

Found in path(s):

* /opt/ws_local/PERMITS_SQL/1063105573_1593668271.03/0/uritemplate-js-0-3-4-zip/uritemplate-js-0.3.4/README.md
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    /*
    RequireJS 0.27.1 Copyright (c) 2010-2011, The Dojo Foundation All Rights Reserved.
    Available via the MIT or new BSD license.
    see: http://github.com/jrburke/requirejs for details
    */

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

1.963 pify 2.3.0 2.3.0
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* /opt/cola/permits/1137154751_1614023253.49/0/jmespath-java-1-11-704-sources-jar/META-INF/maven/com.amazonaws/jmespath-java/pom.xml

1.965 mime-lookup 0.0.2 0.0.2

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1.969 crc 3.8.0 3.8.0

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1.970 eslint-plugin-extra-rules 0.0.0-development 0.0.0-development

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* /opt/cola/permits/1022443251_1632831135.07/0/eslint-plugin-extra-rules-0-0-0-development-tgz/package/README.md

1.971 utils-merge 1.0.0 1.0.0

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1.973 https-proxy-agent 3.0.1 3.0.1

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https-proxy-agent

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

### An HTTP(s) proxy `http.Agent` implementation for HTTPS

[![Build Status](https://github.com/TooTallNate/node-https-proxy-agent/workflows/Node%20CI/badge.svg)](https://github.com/TooTallNate/node-https-proxy-agent/actions?workflow=Node+CI)

This module provides an `http.Agent` implementation that connects to a specified HTTP or HTTPS proxy server, and can be used with the built-in `https` module.
Specifically, this `Agent` implementation connects to an intermediary "proxy" server and issues the [CONNECT HTTP method][CONNECT], which tells the proxy to open a direct TCP connection to the destination server.

Since this agent implements the CONNECT HTTP method, it also works with other protocols that use this method when connecting over proxies (i.e. WebSockets). See the "Examples" section below for more.

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

Install with `npm`:
```bash
$ npm install https-proxy-agent
```

Examples
--------

#### `https` module example

```js
var url = require('url');
var https = require('https');
var HttpsProxyAgent = require('https-proxy-agent');

// HTTP/HTTPS proxy to connect to
var proxy = process.env.http_proxy || 'http://168.63.76.32:3128';
console.log('using proxy server %j', proxy);

// HTTPS endpoint for the proxy to connect to
console.log('attempting to GET %j', endpoint);
var options = url.parse(endpoint);

// create an instance of the `HttpsProxyAgent` class with the proxy server information
var agent = new HttpsProxyAgent(proxy);
options.agent = agent;

https.get(options, function (res) {
    console.log("response" event!, res.headers);
    res.pipe(process.stdout);
});
```
### `ws` WebSocket connection example

```js
var url = require('url');
var WebSocket = require('ws');
var HttpsProxyAgent = require('https-proxy-agent');

// HTTP/HTTPS proxy to connect to
var proxy = process.env.http_proxy || 'http://168.63.76.32:3128';
console.log('using proxy server %j', proxy);

// WebSocket endpoint for the proxy to connect to
var endpoint = process.argv[2] || 'ws://echo.websocket.org';
var parsed = url.parse(endpoint);
console.log('attempting to connect to WebSocket %j', endpoint);

// create an instance of the `HttpsProxyAgent` class with the proxy server information
var options = url.parse(proxy);
var agent = new HttpsProxyAgent(options);

// finally, initiate the WebSocket connection
var socket = new WebSocket(endpoint, { agent: agent });

socket.on('open', function () {
  console.log('"open" event!');
  socket.send('hello world');
});

socket.on('message', function (data, flags) {
  console.log('"message" event! %j %j', data, flags);
  socket.close();
});

### new HttpsProxyAgent(Object options)

The `HttpsProxyAgent` class implements an `http.Agent` subclass that connects to the specified "HTTP(s) proxy server" in order to proxy HTTPS and/or WebSocket requests. This is achieved by using the [HTTP `CONNECT` method][CONNECT].

The `options` argument may either be a string URI of the proxy server to use, or an "options" object with more specific properties:
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[CONNECT]: http://en.wikipedia.org/wiki/HTTP_tunnel#HTTP_CONNECT_Tunneling

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1.974 handlebars-loader 1.7.1 1.7.1

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*/opt/ws_local/PERMITS_SQL/1072871240_1595214773.59/0/netty-codec-http-4-1-42-final-sources-1-
jar/io/netty/handler/codec/http/websocketx/WebSocketFrame.java
*/opt/ws_local/PERMITS_SQL/1072871240_1595214773.59/0/netty-codec-http-4-1-42-final-sources-1-
jar/io/netty/handler/codec/http/websocketx/WebSocketClientHandshaker08.java
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jar/io/netty/handler/codec/spdy/DefaultSpdySettingsFrame.java
*/opt/ws_local/PERMITS_SQL/1072871240_1595214773.59/0/netty-codec-http-4-1-42-final-sources-1-
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*/opt/ws_local/PERMITS_SQL/1072871240_1595214773.59/0/netty-codec-http-4-1-42-final-sources-1-
jar/io/netty/handler/codec/http/multipart/HttpPostBodyUtil.java
*/opt/ws_local/PERMITS_SQL/1072871240_1595214773.59/0/netty-codec-http-4-1-42-final-sources-1-
jar/io/netty/handler/codec/http/multipart/MixedFileUpload.java
*/opt/ws_local/PERMITS_SQL/1072871240_1595214773.59/0/netty-codec-http-4-1-42-final-sources-1-
jar/io/netty/handler/codec/http/websockets/WebSocketHandshakeException.java
*/opt/ws_local/PERMITS_SQL/1072871240_1595214773.59/0/netty-codec-http-4-1-42-final-sources-1-
jar/io/netty/handler/codec/http/websocketx/WebSocketFrame.java
*/opt/ws_local/PERMITS_SQL/1072871240_1595214773.59/0/netty-codec-http-4-1-42-final-sources-1-
jar/io/netty/handler/codec/http/websocketx/WebSocketClientHandshaker08.java
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*/opt/ws_local/PERMITS_SQL/1072871240_1595214773.59/0/netty-codec-http-4-1-42-final-sources-1-
jar/io/netty/handler/codec/http/websocketx/WebSocketClientHandshaker08.java
*/opt/ws_local/PERMITS_SQL/1072871240_1595214773.59/0/netty-codec-http-4-1-42-final-sources-1-
jar/io/netty/handler/codec/http/websocketx/WebSocketFrame.java
*/opt/ws_local/PERMITS_SQL/1072871240_1595214773.59/0/netty-codec-http-4-1-42-final-sources-1-
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1.982 axobject-query 2.2.0 2.2.0

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1.984 regex-not 1.0.2 1.0.2

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1.985 diff-match-patch 1.0.5 1.0.5

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* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-
  jar/com/amazonaws/services/s3/model/Grantee.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-
  jar/com/amazonaws/services/s3/model/transform/XmlResponsesSaxParser.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-
  jar/com/amazonaws/services/s3/model/AccessControlList.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-
  jar/com/amazonaws/services/s3/model/Owner.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-
  jar/com/amazonaws/services/s3/model/TagSet.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-
  jar/com/amazonaws/services/s3/model/CanonicalGrantee.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-
  jar/com/amazonaws/services/s3/model/RepeatableInputStream.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-
  jar/com/amazonaws/services/s3/model/RepeatableFileInputStream.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-
  jar/com/amazonaws/services/s3/model/Mimetypes.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-
  jar/com/amazonaws/services/s3/model/BucketLoggingConfiguration.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-
  jar/com/amazonaws/services/s3/model/BucketNotificationConfiguration.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-
  jar/com/amazonaws/services/s3/model/BucketPolicy.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-
  jar/com/amazonaws/services/s3/model/RestUtils.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-
  jar/com/amazonaws/services/s3/model/Bucket.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-
  jar/com/amazonaws/services/s3/model/BucketTaggingConfiguration.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-
  jar/com/amazonaws/services/s3/model/RequestPaymentConfiguration.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-
  jar/com/amazonaws/services/s3/model/EmailAddressGrantee.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-
  jar/com/amazonaws/services/s3/model/S3StringResponseHandler.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-
  jar/com/amazonaws/services/s3/model/Grant.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-
  jar/com/amazonaws/services/s3/model/TagSet.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-
  jar/com/amazonaws/services/s3/model/ServiceUtils.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-
  jar/com/amazonaws/services/s3/model/Bucket.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-
  jar/com/amazonaws/services/s3/model/Mimetypes.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-
  jar/com/amazonaws/services/s3/model/CanonicalGrantee.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-
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* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-
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* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-
  jar/com/amazonaws/services/s3/model/Bucket.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-
  jar/com/amazonaws/services/s3/model/Mimetypes.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-
  jar/com/amazonaws/services/s3/model/RepeatableInputStream.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-
  jar/com/amazonaws/services/s3/model/RepeatableFileInputStream.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-
  jar/com/amazonaws/services/s3/model/Owner.java
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 * /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-jar/com/amazonaws/services/s3/model/WebsiteConfiguration.java
 * /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-jar/com/amazonaws/services/s3/internal/SkipMd5CheckStrategy.java

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 * /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-jar/com/amazonaws/services/s3/model/KMSEncryptionMaterials.java

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* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-jar/com/amazonaws/services/s3/waiters/AmazonS3Waiters.java
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* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-jar/com/amazonaws/services/s3/model/inventory/InventoryEncryption.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-jar/com/amazonaws/services/s3/model/DeleteMarkerReplicationStatus.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-jar/com/amazonaws/services/s3/model/SseKmsEncryptedObjects.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-jar/com/amazonaws/services/s3/model/ExistingObjectReplication.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-jar/com/amazonaws/services/s3/model/inventory/ServerSideEncryptionS3.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-jar/com/amazonaws/services/s3/model/SourceSelectionCriteria.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-jar/com/amazonaws/services/s3/model/SetBucketEncryptionResult.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-
jar/com/amazonaws/services/s3/model/inventory/ServerSideEncryptionKMS.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-
jar/com/amazonaws/services/s3/model/DeleteBucketEncryptionRequest.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-
jar/com/amazonaws/services/s3/model/SseKmsEncryptedObjectsStatus.java
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jar/com/amazonaws/services/s3/model/ServerSideEncryptionConfiguration.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-
jar/com/amazonaws/services/s3/model/DeleteBucketEncryptionResult.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-
jar/com/amazonaws/services/s3/model/EncryptionConfiguration.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-
jar/com/amazonaws/services/s3/model/ServerSideEncryptionRule.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-
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* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-
jar/com/amazonaws/services/s3/model/GetBucketEncryptionResult.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-
jar/com/amazonaws/services/s3/model/SetBucketEncryptionRequest.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-
jar/com/amazonaws/services/s3/model/DeleteMarkerReplication.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-
jar/com/amazonaws/services/s3/model/ExistingObjectReplicationStatus.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-
jar/com/amazonaws/services/s3/model/ServerSideEncryptionByDefault.java

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jar/com/amazonaws/services/s3/waiters/HeadBucketFunction.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-
jar/com/amazonaws/services/s3/waiters/HeadObjectFunction.java
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* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-jar/com/amazonaws/services/s3/internal/AbstractRepeatableCipherInputStream.java
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/**
 * Synchronous client for accessing Amazon S3.
 */

* <h1>Appendix: Amazon S3 client-side encryption meta information</h1>
* 
* <h2>Introduction</h2>
* <p>
* This appendix summarizes the current crypto related meta information associated with an S3 object encrypted using SDK client-side encryption. In
* SDK’s terminology, these meta information are classified as "user metadata".
* In general, the meta information is just a map of key/value pairs. Physically
* they are persisted either as metadata of the encrypted S3 object, or as a
* separate S3 object called an "instruction file" (which is just a JSON file in
* plaintext.) For all references to the Cipher Algorithm Names, Modes, and Padding,
* such as `<code>AES/CBC/PKCS5Padding</code>`, please refer to Oracle's `<a
* href="http://docs.oracle.com/javase/7/docs/technotes/guides/security/StandardNames.html"
* >Java<sup>®</sup> Cryptography Architecture Standard Algorithm Name Documentation</a>
* for more details.

* <h2>S3 metadata vs instruction file</h2>

* Note when a key/value pair is stored as "user metadata" as part of the S3
* metadata, the SDK always adds an additional prefix of `<b>x-amz-meta-</b>` to
* the key name. In contrast, the SDK doesn't add any prefix when the key names
* are stored in an instruction file. (The reason has to do with how the http
* headers are handled.)

* For example, `<b>x-amz-key</b>` would get stored as `<b>x-amz-meta-x-amz-key</b>`
* in S3 metadata. In contrast, `<b>x-amz-key</b>` would simply be stored as is
* (ie without the prefix) in an instruction file.

* All the keys described below are considered "user metadata" by the SDK.

* <h2>S3 v1 crypto meta information (supported by all SDK's)</h2>

* For non-KMS client side encryption, this v1 crypto meta information is used
* to support the "Encryption Only" crypto mode (which involves the use of
* `<code>AES/CBC/PKCS5Padding</code>` for content encryption, and
* `<code>AES/ECB</code>` for encrypting the one-time randomly generated data
* key). For KMS client-side encryption, the v2 crypto meta information is used.

* <table border=1>
* <tr aligned="left">
* <th>key</th>
* <th>description</th>
* </tr>
* <tr>
* <td width="200"><b>x-amz-key</b></td>
* <td>Content encrypting key (cek) in encrypted form, base64 encoded. The cek
* is randomly generated per S3 object, and is always an AES 256-bit key. The
* corresponding cipher is always "AES/CBC/PKCS5Padding".</td>
* </tr>
* <tr>
* <td><b>x-amz-iv</b></td>
* <td>Randomly generated IV (per S3 object), base64 encoded</td>
* </tr>
* </table>
* <td><b>x-amz-matdesc</b></td>
* Customer provided material description in JSON (UTF8) format. Used to
* identify the client-side master key (ie used to encrypt/wrap the generated
* content encrypting key).</td>
* </tr>
* </table>
* <h2>S3 v2 crypto meta information (currently supported by the Java SDK)</h2>
* This v2 crypto meta information is used to support both authenticated
* encryption (which involves the use of <code>AES/GCM/NoPadding</code> for
* content encryption, and key wrapping for the one-time randomly generated data
* key), and KMS client-side encryption (which can either be encryption-only or
* authenticated encryption.)
* <p>
* <p>
* <table border=1>
* <tr aligned="left">
* <th>key</th>
* <th>description</th>
* </tr>
* <tr>
* <td><b>x-amz-key-v2</b></td>
* <td>CEK in key wrapped form. This is necessary so that the S3 encryption
* client that doesn't recognize the v2 format will not mistakenly decrypt S3
* object encrypted in v2 format.</td>
* </tr>
* </table>
* <tr>
* <td><b>x-amz-iv</b></td>
* <td>Randomly generated IV (per S3 object), base64 encoded. (Same as v1.)</td>
* </tr>
* </table>
* <tr>
* <td><b>x-amz-matdesc</b></td>
* Customer provided material description in JSON format. (Same as v1). Used
* to identify the client-side master key.
* <ul>
* <li>For KMS client side encryption, the KMS Customer Master Key ID is stored
* as part of the material description, <b>x-amz-matdesc</b>, under the key-name
* <code>"kms_cmk_id"</code>.</li>
* </ul>
* </table>
* <tr>
* <td><b>x-amz-unencrypted-content-length</b></td>
* <td>Unencrypted content length. (optional but should be specified whenever possible. Same as v1.)</td>
* </tr>
* <tr>
* <td><b>x-amz-wrap-alg</b></td>
* <td>Key wrapping algorithm used.
* <ul>
* <li>Supported values:
* <code>"AESWrap", "RSA/ECB/OAEPWithSHA-256AndMGF1Padding", "kms"</code></li>
* <li>No standard key wrapping is used if this meta information is absent</li>
* <li>Always set to <b>"kms"</b> if KMS is used for client-side encryption</li>
* </ul>
* </td>
* </tr>
* <tr>
* <td><b>x-amz-cek-alg</b></td>
* <td>Content encryption algorithm used.
* <ul>
* <li>Supported values:
* <code>"AES/GCM/NoPadding", "AES/CBC/PKCS5Padding"</code></li>
* <li>Default to <code>"AES/CBC/PKCS5Padding"</code> if this key is absent</li>
* </ul>
* </td>
* </tr>
* <tr>
* <td><b>x-amz-tag-len</b></td>
* <td>Tag length (in bits) when AEAD is in use.
* <ul>
* <li>Only applicable if AEAD is in use. This meta information is absent otherwise, or if KMS is in use</li>
* <li>Supported value: <code>"128"</code></li>
* </ul>
* </td>
* </tr>
* </table>
* <p>
* <h3>KMS Integration for client-side encryption</h3>
* <ol>
* <li>All client-side KMS protected S3 objects are stored in v2 crypto meta information format. However, the key wrapping algorithm, <b>x-amz-wrap-alg</b> is always set to <b>"kms"</b>.</li>
* <li>The KMS Customer Master Key ID is currently stored as part of the material description, <b>x-amz-matdesc</b>, under the key-name <b>"kms_cmk_id"</b>.</li>
* </ol>
* <p>
* <h4>Sample S3 crypto meta information for KMS client-side encryption</h4>
* <p>
* <h5>CryptoMode: Encryption Only</h5>

* x-amz-meta-x-amz-key-v2:

* CiA1J2GqwpJRnt4izujwoalC2YdNRNSMEslG5rw3pEI+J8hKnAQEBAw4CdhsqKSUZ7eIs7o8KGpQtmHTUTUjBLJRua8N6RCpi6AABB+MHwGCSqGSlb3DQEHBoqBvMG0CAQAwaAYJkoZLhvNAQcBMB4GCWCGSAFlAwQBLjARBAyd0zN3KHViWixDVeCARCAOwhZ6xA8rob3Z0mN3uKFieHKVylC/PIchALvGloVLNf86mcZJNpT XtMkKkDocVj3ZIsGjzTuf3OH

* x-amz-iv: xqOHh+M6y0UogwG5SHJ3MQ==
* x-amz-unencrypted-content-length: 32768
* x-amz-cek-alg: AES/CBC/PKCS5Padding
* x-amz-wrap-alg: kms
* x-amz-matdesc: {"kms_cmk_id":"d3fd2273-4ca0-4da5-b1c2-c89742ec6a26"}

* </pre>

* <h5>CryptoMode: Authenticated Encryption</h5>

* x-amz-key-v2:

* CiA1J2GqwpJRnt4izujwoalC2YdNRNSMEslG5rw3pEI+J8hKnAQEBAw4CdhsqKSUZ7eIs7o8KGpQtmHTUTUjBLJRua8N6RCpi6AABB+MHwGCSqGSlb3DQEHBoqBvMG0CAQAwaAYJkoZLhvNAQcBMB4GCWCGSAFlAwQBLjARBAyd0zN3KHViWixDVeCARCAOwhZ6xA8rob3Z0mN3uKFieHKVylC/PIchALvGloVLNf86mcZJNpT XtMkKkDocVj3ZIsGjzTuf3OH

* x-amz-iv: VZBksyij6DhrUMye
* x-amz-unencrypted-content-length: 32768
* x-amz-cek-alg: AES/GCM/NoPadding
* x-amz-wrap-alg: kms
* x-amz-matdesc: {"kms_cmk_id":"d3fd2273-4ca0-4da5-b1c2-c89742ec6a26"}
* x-amz-tag-len: 128

* </pre>

* <h2>S3 metadata of an instruction file</h2>

* The following key is always included as part of the S3 metadata of the
* instruction file (which is just an S3 object). Since the SDK treats this key
* as "user metadata", the key name is always prefixed with <b>x-amz-meta-</b>
* when physically stored.

* <p>

* <table border=1>
* <tr aligned="left">
* <th>key</th>
* <th>description</th>
* </tr>
* <tr>
* <td width="200"><b>x-amz-crypto-instr-file</b></td>
* <td>the presence of this key is used to indicate this S3 object is an
* instruction file (of an associated client-side encrypted S3 object).</td>
* </tr>
* </table>
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* </tr>
* </table>
*/

Found in path(s):
*/
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-jar/com/amazonaws/services/s3/package-info.java
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*/
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-jar/com/amazonaws/services/s3/internal/crypto/SecuredCEK.java
*/
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-jar/com/amazonaws/services/s3/internal/crypto/KMSSecuredCEK.java
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* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-jar/com/amazonaws/services/s3/KeyWrapException.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-jar/com/amazonaws/services/s3/model/MaterialsDescriptionProvider.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-jar/com/amazonaws/services/s3/internal/PartCreationEvent.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-jar/com/amazonaws/services/s3/model/EncryptedGetObjectRequest.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-jar/com/amazonaws/services/s3/model/UploadObjectRequest.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-jar/com/amazonaws/services/s3/model/AbstractPutObjectRequest.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-jar/com/amazonaws/services/s3/model/MultipleFileTransferProgressUpdatingListener.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-jar/com/amazonaws/services/s3/model/EncryptionMaterialsFactory.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-jar/com/amazonaws/services/s3/model/SSECustomerKey.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-jar/com/amazonaws/services/s3/model/S3ObjectKey.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-jar/com/amazonaws/services/s3/model/S3ObjectKey.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-jar/com/amazonaws/services/s3/model/QueueConfiguration.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-jar/com/amazonaws/services/s3/model/SSEAwsKeyManagementParamsProvider.java

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* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-jar/com/amazonaws/services/s3/transfer/PauseResult.java
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* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-jar/com/amazonaws/services/s3/internal/auth/S3SignerProvider.java
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/**
 * Gets the optional <code>versionIdMarker</code> parameter indicating where in the
 * sorted list of all versions in the specified bucket to begin returning
 * results. Results are always ordered first lexicographically (i.e.
 * alphabetically) and then from most recent version to least recent
A key marker must be specified when specifying a `<code>versionIdMarker</code>`.
Results begin immediately after the version with the specified key and
version ID.

* @return The optional `<code>versionIdMarker</code>` parameter indicating where in the
sorted list of all versions in the specified bucket to begin
returning results.

* @see ListVersionsRequest#setVersionIdMarker(String)
* @see ListVersionsRequest#withVersionIdMarker(String)

Found in path(s):
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-
jar/com/amazonaws/services/s3/model/ListVersionsRequest.java

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* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-
jar/com/amazonaws/services/s3/model/GetBucketWebsiteConfigurationRequest.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-
jar/com/amazonaws/services/s3/model/Tier.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-
jar/com/amazonaws/services/s3/model/BucketWebsiteConfiguration.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-
jar/com/amazonaws/services/s3/AmazonS3ClientBuilder.java
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* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-jar/com/amazonaws/services/s3/internal/S3AbortableInputStream.java

* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-jar/com/amazonaws/services/s3/internal/S3RequesterChargedHeaderHandler.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-jar/com/amazonaws/services/s3/model/SetObjectTaggingResult.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-jar/com/amazonaws/services/s3/model/GetObjectAclRequest.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-jar/com/amazonaws/services/s3/model/GetObjectTaggingRequest.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-jar/com/amazonaws/services/s3/model/ObjectTagging.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-jar/com/amazonaws/services/s3/model/S3AccelerateUnsupported.java
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  jar/com/amazonaws/services/s3/model/BucketAccelerateStatus.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-3-1-11-704-sources-
  jar/com/amazonaws/services/s3/model/DeleteObjectTaggingResult.java

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  jar/com/amazonaws/services/s3/internal/S3RequesterChargedResult.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-3-1-11-704-sources-
  jar/com/amazonaws/services/s3/model/AbortIncompleteMultipartUpload.java

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 */

// The Amazon S3 DevPay token header is a special exception and can be safely moved

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* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-jar/com/amazonaws/services/s3/model/Session.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-jar/com/amazonaws/services/s3/model/package-info.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-jar/com/amazonaws/services/s3/model/S3ObjectSummary.java

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* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-jar/com/amazonaws/services/s3/transfer/Download.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-jar/com/amazonaws/services/s3/transfer/internal/DownloadImpl.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-jar/com/amazonaws/services/s3/transfer/S3VersionImpl.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-jar/com/amazonaws/services/s3/transfer/S3Versions.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-jar/com/amazonaws/services/s3/transfer/S3Objects.java

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

Found in path(s):
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* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-jar/com/amazonaws/services/s3/internal/GetObjectTaggingResponseHeaderHandler.java 
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* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-jar/com/amazonaws/services/s3/model/transform/RequestPaymentConfigurationXmlFactory.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-jar/com/amazonaws/services/s3/model/RestoreObjectRequest.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-jar/com/amazonaws/auth/policy/resources/S3ObjectResource.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-jar/com/amazonaws/services/s3/model/transform/AnalyticsPredicateVisitorImpl.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-jar/com/amazonaws/services/s3/model/CompleteMultipartUploadRequest.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-jar/com/amazonaws/services/s3/model/PartSummary.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-jar/com/amazonaws/services/s3/internal/S3MetadataResponseHandler.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-jar/com/amazonaws/services/s3/internal/crypto/JceEncryptionConstants.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-jar/com/amazonaws/services/s3/model/MetadataDirective.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-jar/com/amazonaws/services/s3/model/MetadataEntry.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-jar/com/amazonaws/services/s3/transfer/internal/UploadCallable.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-jar/com/amazonaws/services/s3/model/GetBucketPolicyStatusResult.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-jar/com/amazonaws/services/s3/model/QuoteFields.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-jar/com/amazonaws/services/s3/model/Region.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-jar/com/amazonaws/services/s3/transfer/model/CopyResult.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-jar/com/amazonaws/services/s3/model/ProgressListener.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-jar/com/amazonaws/services/s3/model/UploadPartRequest.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-jar/com/amazonaws/services/s3/model/DeleteObjectRequest.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-jar/com/amazonaws/services/s3/model/PartETag.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-jar/com/amazonaws/services/s3/S3ArnConverter.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-jar/com/amazonaws/services/s3/model/package-info.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-jar/com/amazonaws/services/s3/model/SetPublicAccessBlockResult.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-jar/com/amazonaws/services/s3/internal/S3Signer.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-jar/com/amazonaws/services/s3/transfer/Copy.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-jar/com/amazonaws/services/s3/transfer/internal/CopyPartCallable.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-jar/com/amazonaws/services/s3/internal/S3RequestEndpointResolver.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-jar/com/amazonaws/services/s3/model/MultipartUploadListing.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-jar/com/amazonaws/services/s3/internal/S3V4AuthErrorRetryStrategy.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-jar/com/amazonaws/services/s3/model/RestoreRequestType.java
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* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-jar/com/amazonaws/services/s3/model/InitiateMultipartUploadRequest java
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* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-
arj/com/amazonaws/services/s3/transfer/KeyFilter.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-
arj/com/amazonaws/services/s3/AmazonS3EncryptionClientBuilder.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-
arj/com/amazonaws/services/s3/AmazonS3EncryptionClientParams.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-
arj/com/amazonaws/services/s3/AmazonS3EncryptionClientParamsWrapper.java

1.990 tslib 1.14.1 1.14.1
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1.991 helmet-csp 1.2.2

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1.992 expand-range 1.8.2 1.8.2

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1.993 argparse 1.0.10 1.0.10

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1.994 babel-plugin-syntax-export-extensions

6.13.0 6.13.0

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1.995 parse-glob 3.0.4 3.0.4

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1.996 akka-slf4j 2.5.29

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Manifest-Version: 1.0
Automatic-Module-Name: akka.slf4j
Bundle-Description: Akka is a toolkit for building highly concurrent, distributed, and resilient message-driven applications for Java and Scala.
Bundle-DocURL: https://doc.akka.io/api/akka/2.5.29
Bundle-License: http://www.apache.org/licenses/LICENSE-2.0;description=Apache License, Version 2.0
Bundle-ManifestVersion: 2
Bundle-Name: akka-slf4j
Bundle-SymbolicName: com.typesafe.akka.slf4j
Bundle-Vendor: Lightbend Inc.
Bundle-Version: 2.5.29
Export-Package: akka.event.slf4j;uses="akka.actor,akka.dispatch,akka.event,org.slf4j,scala,scala.reflect,scala.runtime";version="2.5.29"
Implementation-Title: akka-slf4j
Implementation-URL: https://akka.io/
Implementation-Vendor-Id: com.typesafe.akka
Implementation-Vendor: Lightbend Inc.
Implementation-Version: 2.5.29
Import-Package: akka.actor;version="[2.5,2.6)".akka.dispatch;version="[2.5,2.6)".akka.event;version="[2.5,2.6)".akka.util;version="[2.5,2.6)".scala;version="[2.11,2.12)".scala.collection.immutable;version="[2.11,2.12)".scala.reflect;version="[2.11,2.12)".scala.runtime;version="[2.11,2.12)".org.slf4j;version="[1.7,2)"
Require-Capability: osgi.ee;filter="(&(osgi.ee=JavaSE)(version>=1.8))"

Specification-Title: akka-slf4j
Specification-Vendor: Lightbend Inc.
Specification-Version: 2.5.29
Tool: Bnd-4.0.0.201805111645

Found in path(s):
* /opt/cola/permits/1136699811_1613864775.02/0/akka-slf4j-2-11-2-5-29-jar/META-INF/MANIFEST.MF

1.997 mem 1.1.0 1.1.0

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1.998 glob-base 0.3.0 0.3.0

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1.999 popperjs 1.16.1 1.16.1
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1.1000 cglib 2.2.0-b21
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* /opt/cola/permits/1136701410_1613864270.85/0/cglib-2-2-0-b21-sources-2-jar/net/sf/cglib/proxy/CallbackHelper.java
* /opt/cola/permits/1136701410_1613864270.85/0/cglib-2-2-0-b21-sources-2-jar/net/sf/cglib/core/RejectModifierPredicate.java
* /opt/cola/permits/1136701410_1613864270.85/0/cglib-2-2-0-b21-sources-2-jar/net/sf/cglib/proxy/MixinEverythingEmitter.java
* /opt/cola/permits/1136701410_1613864270.85/0/cglib-2-2-0-b21-sources-2-jar/net/sf/cglib/proxy/CallbackInfo.java
* /opt/cola/permits/1136701410_1613864270.85/0/cglib-2-2-0-b21-sources-2-jar/net/sf/cglib/transform/impl/AbstractInterceptFieldCallback.java
* /opt/cola/permits/1136701410_1613864270.85/0/cglib-2-2-0-b21-sources-2-jar/net/sf/cglib/core/MethodInfoTransformer.java
* /opt/cola/permits/1136701410_1613864270.85/0/cglib-2-2-0-b21-sources-2-jar/net/sf/cglib/transform/impl/AddInitTransformer.java
* /opt/cola/permits/1136701410_1613864270.85/0/cglib-2-2-0-b21-sources-2-jar/net/sf/cglib/core/MethodInfo.java
* /opt/cola/permits/1136701410_1613864270.85/0/cglib-2-2-0-b21-sources-2-jar/net/sf/cglib/proxy/InterfaceMaker.java
* /opt/cola/permits/1136701410_1613864270.85/0/cglib-2-2-0-b21-sources-2-jar/net/sf/cglib/proxy/CallbackInfo.java

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* /opt/cola/permits/1136701410_1613864270.85/0/cglib-2-2-0-b21-sources-2-jar/net/sf/cglib/proxy/LazyLoaderGenerator.java
* /opt/cola/permits/1136701410_1613864270.85/0/cglib-2-2-0-b21-sources-2-jar/net/sf/cglib/core/CollectionUtils.java
* /opt/cola/permits/1136701410_1613864270.85/0/cglib-2-2-0-b21-sources-2-jar/net/sf/cglib/proxy/CallbackGenerator.java
* /opt/cola/permits/1136701410_1613864270.85/0/cglib-2-2-0-b21-sources-2-jar/net/sf/cglib/transform/ClassFilterTransformer.java
* /opt/cola/permits/1136701410_1613864270.85/0/cglib-2-2-0-b21-sources-2-jar/net/sf/cglib/reflect/FastClassEmitter.java
* /opt/cola/permits/1136701410_1613864270.85/0/cglib-2-2-0-b21-sources-2-jar/net/sf/cglib/beans/BulkBeanEmitter.java
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* /opt/cola/permits/1136701410_1613864270.85/0/cglib-2-2-0-b21-sources-2-jar/net/sf/cglib/beans/ImmutableBean.java
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* /opt/cola/permits/1136701410_1613864270.85/0/cglib-2-2-0-b21-sources-2-jar/net/sf/cglib/core/DefaultNamingPolicy.java
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* /opt/cola/permits/1136701410_1613864270.85/0/cglib-2-2-0-b21-sources-2-jar/net/sf/cglib/proxy/Mixin.java
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* /opt/cola/permits/1136701410_1613864270.85/0/cglib-2-2-0-b21-sources-2-jar/net/sf/cglib/proxy/MethodProxy.java
* /opt/cola/permits/1136701410_1613864270.85/0/cglib-2-2-0-b21-sources-2-jar/net/sf/cglib/transform/AbstractClassLoader.java
* /opt/cola/permits/1136701410_1613864270.85/0/cglib-2-2-0-b21-sources-2-jar/net/sf/cglib/transform/AbstractClassGenerator.java
* /opt/cola/permits/1136701410_1613864270.85/0/cglib-2-2-0-b21-sources-2-jar/net/sf/cglib/transform/AbstractClassGenerator.java
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* /opt/cola/permits/1136701410_1613864270.85/0/cglib-2-2-0-b21-sources-2-jar/net/sf/cglib/transform/AbstractClassLoader.java
* /opt/cola/permits/1136701410_1613864270.85/0/cglib-2-2-0-b21-sources-2-jar/net/sf/cglib/transform/AbstractClassGenerator.java
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* /opt/cola/permits/1136701410_1613864270.85/0/cglib-2-2-0-b21-sources-2-jar/net/sf/cglib/util/ParallelSorter.java
* /opt/cola/permits/1136701410_1613864270.85/0/cglib-2-2-0-b21-sources-2-
  jar/net/sf/cglib/transform/MethodFilter.java
* /opt/cola/permits/1136701410_1613864270.85/0/cglib-2-2-0-b21-sources-2-
  jar/net/sf/cglib/core/DefaultGeneratorStrategy.java
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* /opt/cola/permits/1136701410_1613864270.85/0/cglib-2-2-0-b21-sources-2-
  jar/net/sf/cglib/transform/impl/UndeclaredThrowableTransformer.java
* /opt/cola/permits/1136701410_1613864270.85/0/cglib-2-2-0-b21-sources-2-
Frey

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* /opt/cola/permits/1136701410_1613864270.85/0/cglib-2-2-0-b21-sources-2-jar/net/sf/cglib/proxy/MethodInterceptor.java
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1.1026 zlib 1.2.11

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This is the Debian package of the Cairo multi-platform 2D graphics library

Packaged by Dave Beckett <dajobe@debian.org>

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1.1046 swagger 1.5.0

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Manifest-Version: 1.0
Bnd-LastModified: 1433634398680
Build-Jdk: 1.7.0_72
Built-By: tony
Bundle-Description: Sonatype helps open source projects to set up Maven repositories on https://oss.sonatype.org/
Bundle-License: http://www.apache.org/licenses/LICENSE-2.0.html
Bundle-ManifestVersion: 2
Bundle-Name: swagger-models
Bundle-SymbolicName: io.swagger.models
Bundle-Version: 1.5.0
Created-By: Apache Maven Bundle Plugin
Export-Package: io.swagger.models.parameters;uses:="com.fasterxml.jackson.annotation,io.swagger.models,io.swagger.models.properties";version="1.5.0",io.swagger.models.properties;uses:="com.fasterxml.jackson.annotation,io.swagger.models.parameters,io.swagger.models.properties,javax.xml.bind.annotation";version="1.5.0"
implementation-version: 1.5.0
Import-Package: com.fasterxml.jackson.annotation;version="[2.4,3)".javax
.xml.bind.annotation,org.slf4j;version="[1.6,2)"
mode: development
package: io.swagger
Require-Capability: osgi.ee;filter:="(&(osgi.ee=JavaSE)(version=1.6))"
Tool: Bnd-2.3.0.201405100607
url: https://github.com/swagger-api/swagger-core/modules/swagger-models

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

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1.1051 babel-helper-bindify-decorators 6.24.1

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1.1053 libvpx 1.7.0-1367-gac3eccdc2

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1.1054 buffer-more-ints 1.0.0 1.0.0

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1.1061 jetty-client 9.4.17.v20190418

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Eclipse

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

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

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

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Oracle

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

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

------

Oracle OpenJDK

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

* java.sun.security.ssl

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

------

OW2

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

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

------

Apache

The following artifacts are ASL2 licensed.

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

------

MortBay

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

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

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

-----
Mortbay

The following artifacts are CDDL + GPLv2 with classpath exception.

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

org.eclipse.jetty.toolchain:jetty-schemas

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Assorted

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

1.1062 mock-local-storage 1.1.17 1.1.17

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1.1063 nanomatch 1.2.13 1.2.13

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1.1064 ajv-keywords 2.1.1 2.1.1

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1.1065 clone 2.1.2 2.1.2

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1.1066 is-string 1.0.5 1.0.5

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1.1067 boost 1.58.0+dfsg 5ubuntu3.1

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#ifndef BOOST_INTRUSIVE_DETAIL_MPL_HPP
#define BOOST_INTRUSIVE_DETAIL_MPL_HPP

#ifndef BOOST_CONFIG_HPP
#include <boost/config.hpp>
#endif

#if defined(BOOST_INTRUSIVE_DETAIL_MPL_HPP)
#define BOOST_INTRUSIVE_DETAIL_MPL_HPP

#include <boost/config.hpp>
#endif

#include <boost/intrusive/detail/config_begin.hpp>
```
#include <cstddef>

namespace boost {
    namespace intrusive {
        namespace detail {

            template <typename T, typename U>
            struct is_same
            {
                static const bool value = false;
            };

            template <typename T>
            struct is_same<T, T>
            {
                static const bool value = true;
            };

            template<typename T>
            struct add_const
            {
                typedef const T type;
            };

            template<typename T>
            struct remove_const
            {
                typedef T type;
            };

            template<typename T>
            struct remove_const<const T>
            {
                typedef T type;
            };

            template<typename T>
            struct remove_cv
            {
                typedef T type;
            };

            template<typename T>
            struct remove_cv<const T>
            {
                typedef T type;
            };

            template<typename T>
            struct remove_cv<const volatile T>
            {
                typedef T type;
            };

            template<typename T>
            struct remove_cv<volatile T>
            {
                typedef T type;
            };

            template<class T>
            struct remove_reference
```
{
    typedef T type;
};

template<class T>
struct remove_reference<T&>
{
    typedef T type;
};

template<class T>
struct remove_pointer
{
    typedef T type;
};

template<class T>
struct remove_pointer<T*>  
{
    typedef T type;
};

template<class T>
struct add_pointer
{
    typedef T *type;
};

typedef char one;
struct two {one _[2];};

template< bool C_ >
struct bool_
{
    static const bool value = C_;  
};

template< class Integer, Integer Value >
struct integer
{
    static const Integer value = Value;
};

typedef bool_<true>        true_;
typedef bool_<false>       false_;

typedef true_ true_type;
typedef false_ false_type;
typedef char yes_type;
struct no_type
{
    char padding[8];
};

template <bool B, class T = void>
struct enable_if_c
{
    typedef T type;
};

template <class T>
struct enable_if_c<false, T> {};

template <class Cond, class T = void>
struct enable_if : public enable_if_c<Cond::value, T> {};

template<class F, class Param>
struct apply
{
    typedef typename F::template apply<Param>::type type;
};

#if defined(_MSC_VER) && (_MSC_VER >= 1400)
template <class T, class U>
struct is_convertible
{
    static const bool value = __is_convertible_to(T, U);
};
#else
template <class T, class U>
class is_convertible
{
    typedef char true_t;
    class false_t { char dummy[2]; }; //use any_conversion as first parameter since in MSVC
    //overaligned types can't go through ellipsis
    static false_t dispatch(...);
    static true_t dispatch(U);
    static typename remove_reference<T>::type &trigger();
    public:
    static const bool value = sizeof(dispatch(trigger())) == sizeof(true_t);
};
#endif
#endif

template<
    bool C
    , typename T1
    , typename T2
>
struct if_c
{
    typedef T1 type;
};

template<
    typename T1
    , typename T2
>
struct if_c<false,T1,T2>
{
    typedef T2 type;
};

template<
    typename C
    , typename T1
    , typename T2
>
struct if_<
{
    typedef typename if_c<0 != C::value, T1, T2>::type type;
};

template<
    bool C
    , typename F1
    , typename F2
>
struct eval_if_c
    : if_c<C,F1,F2>::type
{
};

template<
    typename C
    , typename T1
    , typename T2
>
struct eval_if
    : if_<C,T1,T2>::type
{
};
// identity is an extension: it is not part of the standard.
template <class T>
struct identity
{
    typedef T type;
};

template<class T, bool Add>
struct add_const_if_c
{
    typedef typename if_c
        < Add
            , typename add_const<T>::type
            , T
        >::type type;
};

//boost::alignment_of yields to 10K lines of preprocessed code, so we
//need an alternative
template <typename T> struct alignment_of;

template <typename T>
struct alignment_of_hack
{
    char c;
    T t;
    alignment_of_hack();
};

template <unsigned A, unsigned S>
struct alignment_logic
{
    static const std::size_t value = A < S ? A : S;
};

template< typename T >
struct alignment_of
{
    static const std::size_t value = alignment_logic
        < sizeof(alignment_of_hack<T>) - sizeof(T)
            , sizeof(T)
        >::value;
};

template<class Class>
class is_empty_class
template <typename T>
struct empty_helper_t1 : public T
{
    empty_helper_t1();
    int i[256];
};

struct empty_helper_t2
{ int i[256]; };

public:
    static const bool value = sizeof(empty_helper_t1<Class>) == sizeof(empty_helper_t2);
};

template<std::size_t S>
struct ls_zeros
{
    static const std::size_t value = (S & std::size_t(1)) ? 0 : (1 + ls_zeros<(S>>1u)>::value);
};

template<>
struct ls_zeros<0>
{
    static const std::size_t value = 0;
};

template<>
struct ls_zeros<1>
{
    static const std::size_t value = 0;
};

template <typename T> struct unvoid_ref { typedef T &type; };
template <> struct unvoid_ref<void> { struct type_impl { }; typedef type_impl & type; };
template <> struct unvoid_ref<const void> { struct type_impl { }; typedef type_impl & type; };

// Infrastructure for providing a default type for T::TNAME if absent.
#define BOOST_INTRUSIVE_INSTANTIATE_DEFAULT_TYPE_TMPLT(TNAME)     \
    template <typename T, typename DefaultType>                    \
    struct boost_intrusive_default_type_ ## TNAME                  \
    {                                                              \
        template <typename X>                                       \
        static char test(int, typename X::TNAME*);                  \
        template <typename X>                                       \
        static int test(...);
    \

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struct DefaultWrap { typedef DefaultType TNAME; };

static const bool value = (1 == sizeof(test<T>(0, 0)));

typedef typename ::boost::intrusive::detail::if_c <value, T, DefaultWrap>::type::TNAME type;

#define BOOST_INTRUSIVE_OBTAIN_TYPE_WITH_DEFAULT(INSTANTIATION_NS_PREFIX, T, TNAME, TIMPL) 
    typename INSTANTIATION_NS_PREFIX
    boost_intrusive_eval_default_type_ ## TNAME< T, TIMPL >::type

//

#define BOOST_INTRUSIVE_INSTANTIATE_EVAL_DEFAULT_TYPE_TMPLT(TNAME)
    template <typename T, typename DefaultType>
    struct boost_intrusive_eval_default_type_ ## TNAME
    {
        template <typename X>
        static char test(int, typename X::TNAME*);
    }

    static int test(...);

    struct DefaultWrap
    {
        typedef typename DefaultType::type TNAME; 
        static const bool value = (1 == sizeof(test<T>(0, 0)));
        typedef typename ::boost::intrusive::detail::eval_if_c < value
            , ::boost::intrusive::detail::identity<T>
            , ::boost::intrusive::detail::identity<DefaultWrap>
            >::type::TNAME type;
    };

//

#define BOOST_INTRUSIVE_OBTAIN_TYPE_WITH_EVAL_DEFAULT(INSTANTIATION_NS_PREFIX, T, TNAME, TIMPL)
    typename INSTANTIATION_NS_PREFIX
    boost_intrusive_eval_default_type_ ## TNAME< T, TIMPL >::type

//

#define BOOST_INTRUSIVE_INTERNAL_STATIC_BOOL_IS_TRUE(TRAITS_PREFIX, TYPEDEF_TO_FIND) 

template <class T>\
struct TRAITS_PREFIX##_bool\
{
    template<bool Add>\
    struct two_or_three {one _[2 + Add];};
    template <class U> static one test(...);
    template <class U> static two_or_three<U::TYPEDEF_TO_FIND> test (int);
    static const std::size_t value = sizeof(test<T>(0));
};
\n
template <class T>\
struct TRAITS_PREFIX##_bool_is_true\
{
    static const bool value = TRAITS_PREFIX##_bool<T>::value > sizeof(one)*2;
};

//

#define BOOST_INTRUSIVE_HAS_STATIC_MEMBER_FUNC_SIGNATURE(TRAITS_NAME, FUNC_NAME)\
    template <typename U, typename Signature>\
    class TRAITS_NAME\
    {
    private:\
    template<Signature> struct helper;
    template<typename T>\
    static ::boost::intrusive::detail::yes_type check(helper<&T::FUNC_NAME>*);
    template<typename T> static ::boost::intrusive::detail::no_type check(...);
    public:\
    static const bool value = sizeof(check<U>(0)) == sizeof(::boost::intrusive::detail::yes_type);\
    };
//

#define BOOST_INTRUSIVE_HAS_MEMBER_FUNC_CALLED(TRAITS_NAME, FUNC_NAME)\
    template <typename Type>\
    struct TRAITS_NAME\
    {
    struct BaseMixin\
    {\
    void FUNC_NAME();\
    };
    struct Base : public Type, public BaseMixin { Base(); };
    template <typename T, T t> class Helper{};
    template <typename U>\
    static ::boost::intrusive::detail::no_type  check(U*, Helper<void (BaseMixin::*)(), &U::FUNC_NAME>* = 0);\
    static ::boost::intrusive::detail::yes_type check(...);\
    static const bool value = sizeof::boost::intrusive::detail::yes_type) == sizeof(check((Base*)(0)));\
    };
//
#define BOOT_INTRUSIVE_HAS_MEMBER_FUNC_CALLED_IGNORE_SIGNATURE(TRAITS_NAME, FUNC_NAME) \
BOOT_INTRUSIVE_HAS_MEMBER_FUNC_CALLED(TRAITS_NAME##_ignore_signature, FUNC_NAME) \
\ntemplate <typename Type, class> \
struct TRAITS_NAME \
  : public TRAITS_NAME##_ignore_signature<Type> \
{};
//

template <typename T>
inline T* addressof(T& obj)
{
  return static_cast<T*>(
    static_cast<void*>(
      reinterpret_cast<const char&>(obj)
    )
  );
}

#include <boost/intrusive/detail/config_end.hpp>
#include <boost/intrusive/detail/config_end.hpp>

@endif //BOOST_INTRUSIVE_DETAIL_MPL_HPP
<html>
<head>
<meta http-equiv="Content-Type" content="text/html; charset=US-ASCII">
<title>MPL Interoperability</title>
<link rel="stylesheet" href="../../../../doc/src/boostbook.css" type="text/css">
<meta name="generator" content="DocBook XSL Stylesheets V1.78.1">
<link rel="home" href="../index.html" title="Chapter 1. Boost.TypeTraits">
<link rel="up" href="../index.html" title="Chapter 1. Boost.TypeTraits">
<link rel="prev" href="intrinsics.html" title="Support for Compiler Intrinsics">
<link rel="next" href="examples.html" title="Examples">
</head>
<body bgcolor="white" text="black" link="#000FF" vlink="#840084" alink="#000FF">
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<tr>
<td valign="top"><img alt="Boost C++ Libraries" width="277" height="86" src="../../../../boost.png"></td>
<td align="center"><a href="../../../../index.html">Home</a></td>
<td align="center"><a href="../../../../libs/libraries.htm">Libraries</a></td>
<td align="center"><a href="http://www.boost.org/users/people.html">People</a></td>
</tr>
</table>

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All the value-based traits in this library conform to MPL's requirements for an Integral Constant type: that includes a number of rather intrusive workarounds for broken compilers.

Purely as an implementation detail, this means that `true_type` inherits from `boost::mpl::true_`, `false_type` inherits from `boost::mpl::false_`, and `integral_constant<T, v>` inherits from `boost::mpl::integral_c` (provided `T` is not `bool`).
#!/usr/bin/env python
from subprocess import check_output as run
from datetime import datetime
from itertools import groupby
from operator import itemgetter
import re
import magic

def authors(filename):
    log = run(['git', 'log', '--follow', '--date=short', '--format=%aN%x09%ad', filename], universal_newlines=True)
    for line in log.splitlines():
        author, date = line.split('	')
        if author != 'fix-copyright.py':
            yield author, datetime.strptime(date, '%Y-%m-%d')


def new_copyright(filename, previous):
    def f1():
        au = list(authors(filename))
        alldates = map(itemgetter(1), au)
        aup = sorted(au + map(lambda a: (a, None), previous), key=itemgetter(0))
        for author, records in groupby(aup, itemgetter(0)):
            dates = filter(None, map(itemgetter(1), records))
            if not dates: dates = alldates
            start = min(dates)
            end = max(dates)
            fmt = '{0}' if start.year == end.year else '{0}-{1}'

            author = author.split(' ')[0]
            if author == 'Frederic Bron':
                author = 'Freych Brun'
            if author == 'Robert Ramey':
                author = 'Robert Ramey'

            yield author, datetime.strftime(start, fmt),
                datetime.strftime(end, fmt)

        return

    return f1()
line = 'Copyright ' + fmt.format(start.year, end.year) + ' ' + author
key = (start, author)
yield key, line
return map(itemgetter(1), sorted(f()))

def fix_copyright(filename):
    # Find copyright block in original file
    prefix = set()
    names = []
    lines = []
    with open(filename, 'r') as f:
        content = list(f)
        for i, line in enumerate(content[:15]):
            m = re.match(r'^(?P<prefix>\W*)(\(c\))?\s*?copyright\s*(\(c\))?\s+\d{4}(\s*\-\s+\d{4})?\s+(?P<name>.+?)\s*$',
                          line, re.IGNORECASE)
            if m:
                d = m.groupdict()
                prefix.add(d['prefix'])
                lines.append(i)
                names.append(d['name'].strip())
    if len(prefix) != 1:
        print 'Not found:', filename
        return
    prefix = list(prefix)[0]
    print filename
    new = iter(new_copyright(filename, names))
    with open(filename, 'w') as f:
        for i, line in enumerate(content):
            if i in lines:
                for repl in new:
                    print >>f, prefix + repl
            else:
                print >>f, line,
    pass

def all_files():
    ls = run(['git', 'ls-files'], universal_newlines=True)
    for filename in ls.splitlines():
        if magic.from_file(filename, mime=True).split('/')[0] == 'text':
            yield filename

for f in all_files():
    fix_copyright(f)

[article Invalid copyright
[quickbook 1.5]
[copyright No year]
Maybe this should pass?

```xml
<?xml version="1.0" encoding="utf-8"?>

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<section id="date_time.license">
<title>Boost Date-Time Library License</title>
<bridgehead renderas="sect2">Boost Date-Time Library License</bridgehead>
<!--
<ulink url="../..//index.htm">
<imagedata align="left"
   format="GIF"
   fileref="../..//boost.png"
   alt="C++ Boost" />
</ulink>-->
<!--hr /-->
<para>
The following is the overall license for the boost date_time library. This notice is found in all source files related to the library.
</para>
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</para>
<!--hr /-->
<ulink url="mailto:jeff@crystalclearsoftware.com">Jeff Garland</ulink> &amp;#169; 2000-2002
</section>

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namespace boost {
    namespace container {
        namespace container_detail {

            template <class T, T val>
            struct integral_constant
            {
                static const T value = val;
                typedef integral_constant<T,val> type;
            };

            template< bool C_> 
            struct bool_ : integral_constant<bool, C_> 
            {
                static const bool value = C_; 
                operator bool() const { return bool_::value; } 
            };

            template< unsigned V_> 
            struct unsigned_ : integral_constant<unsigned, V_> 
            {
                static const unsigned value = V_; 
                operator unsigned() const { return unsigned_::value; } 
            };

            typedef bool_<true>        true_;
typedef bool_<false> false_;

typedef true_ true_type;
typedef false_ false_type;

typedef char yes_type;
struct no_type
{
    char padding[8];
};

template <bool B, class T = void>
struct enable_if_c {
    typedef T type;
};

template <class T>
struct enable_if_c<false, T> {};

template <class Cond, class T = void>
struct enable_if : public enable_if_c<Cond::value, T> {};

template <class Cond, class T = void>
struct disable_if : public enable_if_c<!Cond::value, T> {};

template <bool B, class T = void>
struct disable_if_c : public enable_if_c<!B, T> {};

#if defined(_MSC_VER) && (_MSC_VER >= 1400)

    template <class T, class U>
    struct is_convertible
    {
        static const bool value = __is_convertible_to(T, U);
    };

#else

    template <class T, class U>
    class is_convertible
    {
        typedef char true_t;
        class false_t { char dummy[2]; };
        //use any_conversion as first parameter since in MSVC
        //overaligned types can't go through ellipsis
        static false_t dispatch(...);
        static true_t dispatch(U);
        static T &trigger();
    }

#endif
public:
 static const bool value = sizeof(dispatch(trigger())) == sizeof(true_t);
};

#endif

template<
 bool C
 , typename T1
 , typename T2
 >
struct if_c
 {
 typedef T1 type;
 };

template<
 typename T1
 , typename T2
 >
struct if_c<false,T1,T2>
 {
 typedef T2 type;
 };

template<
 typename T1
 , typename T2
 , typename T3
 >
struct if_
 {
 typedef typename if_c<0 != T1::value, T2, T3>::type type;
 };

template <class Pair>
 struct select1st
 {
 typedef Pair argument_type;
 typedef typename Pair::first_type result_type;

 template<class OtherPair>
  const typename Pair::first_type & operator()(const OtherPair& x) const
  { return x.first; } 

 const typename Pair::first_type & operator()(const typename Pair::first_type & x) const
  { return x; }
template <class T>
struct identity
{
  typedef T argument_type;
  typedef T result_type;

  typedef T type;
  const T& operator()(const T& x) const
  { return x; }
};

template<std::size_t S>
struct ls_zeros
{
  static const std::size_t value = (S & std::size_t(1)) ? 0 : (1u + ls_zeros<(S >> 1u)>::value);
};

template<>
struct ls_zeros<0>
{
  static const std::size_t value = 0;
};

template<>
struct ls_zeros<1>
{
  static const std::size_t value = 0;
};

template <std::size_t OrigSize, std::size_t RoundTo>
struct ct_rounded_size
{
  static const std::size_t value = ((OrigSize-1)/RoundTo+1)*RoundTo;
};

template<typename T> struct unvoid { typedef T type; };
template <> struct unvoid<void> { struct type { }; };
template <> struct unvoid<const void> { struct type { }; };

#include <boost/container/detail/config_end.hpp>
#endif   //#ifndef BOOST_CONTAINER_CONTAINER_DETAIL_MPL_HPP
This is an attempt to acknowledge early contributions to the garbage collector. Later contributions should instead be mentioned in README.changes.

HISTORY -

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

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

Some other contributors:

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

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

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//
//
///////////////////////////////////////////

#ifndef BOOST_INTERPROCESS_DETAIL_MPL_HPP
#define BOOST_INTERPROCESS_DETAIL_MPL_HPP

#ifndef BOOST_CONFIG_HPP
#  include <boost/config.hpp>
#endif
#
#if defined(BOOST_HAS_PRAGMA_ONCE)
#  pragma once
#endif

#include <cstddef>

namespace boost {

namespace interprocess {
namespace ipcdetail {

template <class T, T val>
struct integral_constant
{
    static const T value = val;
    typedef integral_constant<T,val> type;
};

template< bool C_ >
struct bool_ : integral_constant<bool, C_> {
    static const bool value = C_;  
};

typedef bool_<true>   true_;
typedef bool_<false>  false_;

typedef true_          true_type;
typedef false_         false_type;

typedef char          yes_type;
struct no_type
{
    char padding[8];
};

template <bool B, class T = void>
struct enable_if_c {
    typedef T type;
};

template <class T>
struct enable_if_c<false, T> {};

template <class Cond, class T = void>
struct enable_if : public enable_if_c<Cond::value, T> {};

template <class Cond, class T = void>
struct disable_if : public enable_if_c<!Cond::value, T> {};

template <class T, class U>
class is_convertible
{
    typedef char true_t;
    class false_t { char dummy[2]; };
    static true_t dispatch(U);
static false_t dispatch(...);
static T trigger();
public:
static const bool value = sizeof(dispatch(trigger())) == sizeof(true_t);
};

template<
  bool C
 , typename T1
 , typename T2
>
struct if_c
{
  typedef T1 type;
};

template<
    typename T1
 , typename T2
>
struct if_c<false,T1,T2>
{
  typedef T2 type;
};

template<
    typename T1
 , typename T2
 , typename T3
>
struct if_
{
  typedef typename if_c<0 != T1::value, T2, T3>::type type;
};

template <class Pair>
struct select1st
// : public std::unary_function<Pair, typename Pair::first_type>
{
  template<class OtherPair>
  const typename Pair::first_type& operator()(const OtherPair& x) const
  { return x.first;  }

  const typename Pair::first_type& operator()(const typename Pair::first_type& x) const
  { return x;  }
};
// identity is an extension: it is not part of the standard.
template <class T>
struct identity
// : public std::unary_function<T,T>
{
    typedef T type;
    const T& operator()(const T& x) const
    { return x; }
};

template<std::size_t S>
struct ls_zeros
{
    static const std::size_t value = (S & std::size_t(1)) ? 0 : (1u + ls_zeros<(S >> 1u)>::value);
};

template<>
struct ls_zeros<0>
{
    static const std::size_t value = 0;
};

template<>
struct ls_zeros<1>
{
    static const std::size_t value = 0;
};

}  //namespace ipcdetail {
}  //namespace interprocess {
}  //namespace boost {
#endif   //#ifndef BOOST_INTERPROCESS_DETAIL_MPL_HPP

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]

[section:mpl MPL Interoperability]

All the value based traits in this library conform to MPL's requirements
for an [@../../../../libs/mpl/doc/refmanual/integral-constant.html Integral Constant type]: that includes a number of
rather intrusive
workarounds for broken compilers.

Purely as an implementation detail, this
means that `__true_type` inherits from [boost:mpl:true_], `__false_type` inherits from [boost:mpl:false_], and `__integral_constant<T, v>` inherits from [boost:mpl:integral_c<T,v>] (provided `T` is not `bool`)

[endsect]

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}
struct split_path
{
    const fs::path& root;
    const fs::path& file;
    split_path(const fs::path& r, const fs::path& f)
        : root(r), file(f){}
private:
    split_path& operator=(const split_path&);
};

std::ostream& operator << (std::ostream& os, const split_path& p)
{
    os << "<a href="" << (p.root / p.file).string() << ">" << p.file.string() << "</a>";
    return os;
}

std::string make_link_target(const std::string& s)
{
    // convert an arbitrary string into something suitable
    // for an <a> name:
    std::string result;
    for(unsigned i = 0; i < s.size(); ++i)
    {
        result.append(1, static_cast<std::string::value_type>(std::isalnum(s[i]) ? s[i] : '_'));
    }
    return result;
}

void bcp_implementation::output_license_info()
{
    std::pair<const license_info*, int> licenses = get_licenses();

    std::map<int, license_data>::const_iterator i, j;
    i = m_license_data.begin();
    j = m_license_data.end();

    std::ofstream os(m_dest_path.string().c_str());
    if(!os)
    {
        std::string msg("Error opening ");
        msg += m_dest_path.string();
        msg += " for output."
        std::runtime_error e(msg);
        boost::throw_exception(e);
    }
    os <<
        "<!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.0 Transitional//EN"">\n"
"<html>
""<head>
""<title>Boost Licence Dependency Information";
if(m_module_list.size() == 1)
{  
os << " for " << *(m_module_list.begin());
}
os << "</title>
""</head>
""<body>
""<H1>Boost Licence Dependency Information";
if(m_module_list.size() == 1)
{  
os << " for " << *(m_module_list.begin());
}
os << "</H1>
""<H2>Contents</h2>
""
""<a href="#input">Input Information</a>
if(!m_bsl_summary_mode)
{  
os << "<a href="#summary">Licence Summary</a>
}  
os << "<a href="#details">Licence Details</a>
""</pre>
while(i != j)
{  
// title:
os << " <A href=""#"" make_link_target(licenses.first[i->first].license_name)"" """>" << licenses.first[i->first].license_name << "</a>";
++i;
}  
os << "<a href="#files">Files with no recognised license</a>
""<a href="#authors">Files with no recognised copyright holder</a>
if(!m_bsl_summary_mode)
{  
os << "Moving to the Boost Software License...";
""<a href="#bsl-converted">Files that can be automatically converted to the Boost Software License</a>
""<a href="#to-bsl">Files that can be manually converted to the Boost Software License</a>
""<a href="#not-to-bsl">Files that can <b>NOT</b> be moved to the Boost Software License</a>
""<a href="#need-bsl-authors">Authors we need to move to the Boost Software License</a>
""<a href="#copyright">Copyright Holder Information</a>
}  
os << "<a href="#depend">File Dependency Information</a>
""</pre>"
// // input Information:
//
// os << "<a name=\"input\">
if(m_scan_mode)
    os << "<P>The following files were scanned for boost dependencies:<BR>
else
    os << "<P>The following Boost modules were checked:<BR>

std::list<std::string>::const_iterator si = m_module_list.begin();
std::list<std::string>::const_iterator sj = m_module_list.end();
while(si != sj)
{
    os << *si << "<BR>
    ++si;
}

os << "</p><p>The Boost path was: <code>" << m_boost_path.string() << "</code></p>";

// // extract the boost version number from the boost directory tree,
// not from this app (which may have been built from a previous
// version):
//
// fileview version_file(m_boost_path / "boost/version.hpp");
static const boost::regex version_regex("#define BOOST_VERSION\(\d+\)\);
boost::cmatch what;
if(boost::regex_search(version_file.begin(), version_file.end(), what, version_regex))
{
    int version = boost::lexical_cast<int>(what.str(1));
    os << "</p>The Boost version is: " << version / 100000 << "." << version / 100 % 100 << "." << version % 100 << "</p>\n";
}
"<H3>" " licenses.first[i->first].license_name "" </H3>
";
// license text:
os """"" " licenses.first[i->first].license_text """""";
// Copyright holders:
os """"" " This license is used by " " i->second.authors.size()
" " authors and " " i->second.files.size()
" " files <a href="#" make_link_target(licenses.first[i->first].license_name) """">(see details)</a>";
os """"" " </P>"""";++i;
}
}
// and now the details:
//
i = m_license_data.begin();
j = m_license_data.end();
int license_index = 0;
os """"" " <a name="details"></a><h2>Licence Details</h2>
" "
while(i != j)
{
// title:
os """"" " " "<A name="""" make_link_target(licenses.first[i->first].license_name)
" " """">" " licenses.first[i->first].license_name """""";
// license text:
os """"" " " licenses.first[i->first].license_text """""";
if(!(m_bsl_summary_mode || (license_index >= 3))
{

// Copyright holders:
os """"" " " This license is used by the following " " i->second.authors.size() " " copyright
" " holders:" " "<BR>" "
std::set<std::string>::const_iterator x, y;
x = i->second.authors.begin();
y = i->second.authors.end();
while(x != y)
{
" "os """"" " *x """"" "<BR>" 
;++x;
}
os """"" " </P>"""";
// Files using this license:
os """"" " " This license applies to the following " " i->second.files.size() " "
files:" " "<BR>
std::set<fs::path, path_less>::const_iterator m, n;
m = i->second.files.begin();
n = i->second.files.end();
while(m != n)
{
os << split_path(m_boost_path, *m) << "<br">
++m;
}
os << "</P></BLOCKQUOTE>\n";
}
else
{
os << "<P>This license is used by " << i->second.authors.size() << " authors (list omitted for brevity).</P>\n";
os << "<P>This license applies to " << i->second.files.size() << " files (list omitted for brevity).</P>\n";
}
++license_index;
++i;
}

// Output list of files not found to be under license control:

// os << "<h2><a name="files"></a>Files With No Recognisable Licence</h2>\n"
"<P>The following " << m_unknown_licenses.size() << " files had no recognisable license information:"<P><BLOCKQUOTE><P>
std::set<fs::path, path_less>::const_iterator i2, j2;
i2 = m_unknown_licenses.begin();
j2 = m_unknown_licenses.end();
while(i2 != j2)
{
os << split_path(m_boost_path, *i2) << "<br">
++i2;
}
os << "</p></BLOCKQUOTE>";

// Output list of files with no found copyright holder:

// os << "<h2><a name="authors"></a>Files With No Recognisable Copyright Holder</h2>\n"
"<P>The following " << m_unknown_authors.size() << " files had no recognisable copyright holder:"<P><BLOCKQUOTE><P>
i2 = m_unknown_authors.begin();
j2 = m_unknown_authors.end();
while(i2 != j2)
{
os << split_path(m_boost_path, *i2) << "<br>
++i2;
}
os << "</p></BLOCKQUOTE>";
if(!m_bsl_summary_mode)
{
  //
  // Output list of files that have been moved over to the Boost
  // Software License, along with enough information for human
  // verification.

Files that can be automatically converted to the Boost Software License

Files that could be converted to the Boost Software License, but have not yet been:

Files that can NOT be converted to the Boost Software License because we need the permission of more authors:
Open Source Used In DNAC Platform Frey  1918

++i2;
}
os << "</p></BLOCKQUOTE>";
//
// Output list of authors that we need permission for to move to the BSL
//
os << "<h2><a name="need-bsl-authors"></a>Authors we need for the BSL</h2>
"<P>Permission of the following authors is needed before we can convert to the Boost Software License. The
list of authors that have given their permission is contained in <code>more/blanket-
permission.txt</code>.</P>
<BLOCKQUOTE><P>
std::copy(m_authors_for_bsl_migration.begin(), m_authors_for_bsl_migration.end(),
std::ostream_iterator<std::string>(os, "\n"));
os << "</p></BLOCKQUOTE>";
//
// output a table of copyright information:
//
os << "<H2><a name="copyright"></a>Copyright Holder Information</H2><table border="1" cellspacing="0" cellpadding="5">
std::map<std::string, std::set<fs::path, path_less> >::const_iterator ad, ead;
ad = m_author_data.begin();
ead = m_author_data.end();
while(ad != ead)
{
os << "<tr><td>" << ad->first << "</td><td>
std::set<fs::path, path_less>::const_iterator fi, efi;
fi = ad->second.begin();
efi = ad->second.end();
while(fi != efi)
{
os << split_path(m_boost_path, *fi) << " ";
++fi;
}
os << "</td></tr>\n";
++ad;
}
os << "</table>\n";
}

//
// output file dependency information:
//
os << "<H2><a name="depend"></a>File Dependency Information</H2><BLOCKQUOTE><pre>
std::map<fs::path, fs::path, path_less>::const_iterator dep, last_dep;
std::set<fs::path, path_less>::const_iterator fi, efi;
fi = m_copy_paths.begin();
efi = m_copy_paths.end();
// if in summary mode, just figure out the "bad" files and print those only:
std::set<fs::path, path_less> bad_paths;
if(m_bsl_summary_mode)


```cpp
{  
  bad_paths.insert(m_unknown_licenses.begin(), m_unknown_licenses.end());  
  bad_paths.insert(m_unknown_authors.begin(), m_unknown_authors.end());  
  bad_paths.insert(m_can_migrate_to_bsl.begin(), m_can_migrate_to_bsl.end());  
  bad_paths.insert(m_cannot_migrate_to_bsl.begin(), m_cannot_migrate_to_bsl.end());  
  typedef std::map<fs::path, std::pair<std::string, std::string>, path_less>::const_iterator conv_iterator;  
  conv_iterator i = m_converted_to_bsl.begin(), ie = m_converted_to_bsl.end();  
  while(i != ie)  
    {  
      bad_paths.insert(i->first);  
      ++i;  
    }  
  fi = bad_paths.begin();  
  efi = bad_paths.end();  
  os << "<P>For brevity, only files not under the BSL are shown</P>\n";  
}  
while(fi != efi)  
{  
  os << split_path(m_boost_path, *fi);  
  dep = m_dependencies.find(*fi);  
  last_dep = m_dependencies.end();  
  std::set<fs::path, path_less> seen_deps;  
  if (dep != last_dep)  
    while(true)  
    {  
      os << " -> ";  
      if(fs::exists(m_boost_path / dep->second))  
        os << split_path(m_boost_path, dep->second);  
      else if(fs::exists(dep->second))  
        os << split_path(fs::path(), dep->second);  
      else  
        os << dep->second.string();  
      if(seen_deps.find(dep->second) != seen_deps.end())  
        {  
          os << " <I>(Circular dependency!)</I>";  
          break; // circular dependency!!!  
        }  
      seen_deps.insert(dep->second);  
      last_dep = dep;  
      dep = m_dependencies.find(dep->second);  
      if((dep == m_dependencies.end()) || (0 == compare_paths(dep->second, last_dep->second)))  
        break;  
      os << "\n";  
      ++fi;  
    }
```
1.1068 parse-entities 1.2.2 1.2.2
1.1068.1 Available under license:

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1.1069 map-obj 2.0.0 2.0.0
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1.1070 jul-to-slf4j 1.7.5

1.1071 isbn 1.1.0 1.1.0
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1.1072 async-replace 1.0.1 1.0.1

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1.1073 acorn 4.0.13 4.0.13

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1.1074 character-entities 1.2.4 1.2.4

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1.1075 pi-spec-converter-web 0.0.0 0.0.0

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[1]: http://eligrey.com

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1.1078 array-equal 1.0.0 1.0.0

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1.1079 socket.io 1.7.4 1.7.4

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1.1080 flat-cache 2.0.1 2.0.1

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1.1081 jest-config 22.4.4 22.4.4

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1.1082 boxen 1.3.0 1.3.0

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1.1083 xtend 2.1.2 2.1.2

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1.1086 immutability-helper 2.9.1 2.9.1

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1.1087 validate-npm-package-license 3.0.4

3.0.4

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

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

SPDX license identifiers are valid license strings:

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

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

The function will return a warning and suggestion for nearly-correct license identifiers:

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

SPDX expressions are valid, too ...

```javascript
// Simple SPDX license expression for dual licensing
assert.deepEqual(
  valid('(GPL-3.0-only OR BSD-2-Clause)'),
  validSPDXExpression
)
... except if they contain `LicenseRef`:

```javascript
var warningAboutLicenseRef = {
  validForOldPackages: false,
  validForNewPackages: false,
  spdx: true,
  warnings: [
    'license should be ' +
    'a valid SPDX license expression (without "LicenseRef"), ' +
    '"UNLICENSED", or ' +
    '"SEE LICENSE IN <filename>"',
  ]
};

assert.deepEqual(
  valid('LicenseRef-Made-Up'),
  warningAboutLicenseRef
);

assert.deepEqual(
  valid('(MIT OR LicenseRef-Made-Up)'),
  warningAboutLicenseRef
);
```

If you can't describe your licensing terms with standardized SPDX identifiers, put the terms in a file in the package and point users there:

```javascript
assert.deepEqual(
  valid('SEE LICENSE IN LICENSE.txt'),
  {
    validForNewPackages: true,
    validForOldPackages: true,
    inFile: 'LICENSE.txt'
  }
);

assert.deepEqual(
  valid('SEE LICENSE IN license.md'),
  {
    validForNewPackages: true,
    validForOldPackages: true,
    inFile: 'license.md'
  })
```
If there aren't any licensing terms, use `UNLICENSED`:

```javascript
var unlicensed = {
  validForNewPackages: true,
  validForOldPackages: true,
  unlicensed: true
};
assert.deepEqual(valid('UNLICENSED'), unlicensed);
assert.deepEqual(valid('UNLICENCED'), unlicensed);
```

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1.1105 rx-lite 4.0.8 4.0.8

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1.1106 first-chunk-stream 1.0.0 1.0.0

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1.1108 python-setuptools 28.8.0

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1.1109 babel-preset-flow 6.23.0 6.23.0

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1.1113 chalk 4.1.2 4.1.2

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1.1121 is-date-object 1.0.3 1.0.3

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1.1129 harfbuzz 1.0.1-1ubuntu0.1

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1.1130 center-align 0.1.3 0.1.3

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1.1131 joi 6.10.1 6.10.1

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1.1133 synchronous-promise 2.0.15 2.0.15

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1.1134 jetty-servlets 9.3.27.v20190418

1.1135 c3p0 0.9.5.4

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1.1175 invariant 2.2.4 2.2.4
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classes 6.24.1 6.24.1
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1.1178 style-search 0.1.0 0.1.0

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1.1179 lodash.flow 3.5.0 3.5.0

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1.1180 form-data 1.0.0-rc4 1.0.0-rc4

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1.1181 amqplib-tutorials 0.0.1 0.0.1

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1.1182 unist-util-find-all-after 1.0.5 1.0.5

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1.1183 for-own 1.0.0 1.0.0

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1.1184 @babel/runtime-corejs3 7.15.4 7.15.4
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1.1185 at-spi2-core 2.18.3-4ubuntu1

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1.1186 balanced-match 0.4.2 0.4.2

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1.1187 json-schema-traverse 0.4.1 0.4.1
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1.1191 engine.io 4.1.1 4.1.1

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= {};


/**
 * Returns a Long representing the given (32-bit) integer value.
 * @param {number} value The 32-bit integer in question.
 * @return {Kotlin.Long} The corresponding Long value.
 */
Kotlin.Long.fromInt = function(value) {
  var cachedObj = Kotlin.Long.IntCache_[value];
  if (cachedObj)
    return cachedObj;
  var obj = new Kotlin.Long(value | 0, value < 0 ? -1 : 0);
  var


/**
 * Converts this number value to `Long`. The fractional part, if any, is rounded down towards zero.
 * Returns zero if this `Double` value is `NaN`, `Long.MIN_VALUE` if it's less than `Long.MAX_VALUE`.
 * @param {number} value The number in question.
 * @return {Kotlin.Long} The corresponding Long value.
 */
Kotlin.Long.fromNumber = function(value) {
  var


/**
 * Returns a Long representing the 64-bit integer that comes by concatenating the given high and low bits. Each is assumed to use 32 bits.
 * @param {number} lowBits The low 32-bits.
 * @param {number} highBits The high 32-bits.
 * @return {Kotlin.Long} The corresponding Long value.
 */
Kotlin.Long.fromBits = function(lowBits, highBits) {
  return new Kotlin.Long(lowBits, highBits);
};


/**
 * Returns a Long representation of the given string, written using the given radix.
 * @param {string} str The textual representation of the Long.
 * @param {number=} opt_radix The radix in which the text is written.
 * @return {Kotlin.Long} The corresponding Long value.
 */
Kotlin.Long.fromString = function(str, opt_radix) {
  var

  /**
   * Number used repeated below in calculations. This must appear before the first call to any from* function below.
   * @type {number}
   * @private
   */
Kotlin.Long.TWO_PWR_16_DBL_ = 1 << 16;

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

  /**
   * @type {number}
   * @private
   */

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

  /**
   * @type {number}
   * @private
   */

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

  /**
   * @type {number}
   * @private
   */
Kotlin.Long.ZERO = Kotlin.Long.fromInt(0);

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

  /**
   * @type {number}
   * @private
   */
Kotlin.Long.NEG_ONE = Kotlin.Long.fromInt(-1);

```
Kotlin.Long.MIN_VALUE = Kotlin.Long.fromBits(0, 0x80000000 | 0);
Kotlin.Long.TWO_PWR_24_ = Kotlin.Long.fromInt(1 << 24);
Kotlin.Long.prototype.toInt = function() { return this.low_ & 0xffffffff
Kotlin.Long.prototype.toNumber = function() { return this.high_ & 0xffffffff
Kotlin.Long.prototype.hashCode = function() { return this.high_ ^ this.low_; } Kotlin.Long.prototype.toString = function(opt_radix) { var radix = opt_radix || 10; if (radix < 2 || 36 < radix) { throw Error('radix out of range: ' + radix); } else { var rem = div.multiply(radix).subtract(this); return rem.toString(radix); } } Kotlin.Long.prototype.getHighBits = function() { return this.high_; } Kotlin.Long.prototype.getLowBits = function() { return this.low_; } Kotlin.Long.prototype.getLowBitsUnsigned = function() { return (this.low_ >>> 0) ?
      this.low_ : Kotlin.Long.TWO_PWR_32_DBL_ + this.low_; } Kotlin.Long.prototype.getNumBits = function() { if (this.isNegative()) { if (this.equalsLong(Kotlin.Long.MIN_VALUE)) { return 64; } else { return this.negate().getNumBitsAbs(); } } else { var val = this.high_ != 0 ? this.high_ : this.low_; for (var bit = 31; bit > 0; bit--) { if (((val & (1 << bit)) != 0) { break; } } return this.high_ != 0 ? bit + 33 : bit + 1; } } Kotlin.Long.prototype.isZero = function() { return this.high_ == 0 && this.low_ == 0; } Kotlin.Long.prototype.isNegative = function() { return this.high_ < 0; } Kotlin.Long.prototype.isOdd = function() { return this.low_ & 1; } }
Kotlin.Long.prototype.lessThan = function(other) { return this.compare(other) < 0; } Kotlin.Long.prototype.lessThanOrEqual = function(other) { return this.compare(other) <= 0; } Kotlin.Long.prototype.greaterThan = function(other) { return this.compare(other) > 0; } Kotlin.Long.prototype.greaterThanOrEqual = function(other) { return this.compare(other) >= 0; }
this.compare(other) >= 0;\n}\n\n\n/**
 * Compares this Long with the given one.
 * @param {Kotlin.Long} other Long to compare against.
 * @return {number} 0 if they are the same, 1 if this is greater, and -1 if
 *     the given one is greater.
 * @function
 */
Kotlin.Long.prototype.compare = function(other) {
  if (this.equalsLong(other)) {
    return 0;
  }

  var thisNeg = this.isNegative();
  var otherNeg = other.isNegative();
  if (thisNeg && otherNeg) {
    return -1;
  }

  var thisValue = this.subtract(other).isNegative();
  var otherValue = other.subtract(this).isNegative();

  if (thisValue < otherValue) {
    return -1;
  }

  var thisSign = this.isNegative();
  var otherSign = other.isNegative();
  if (thisSign && otherSign) {
    return 0;
  }

  // at this point, the signs are the same, so subtraction will not overflow
  if (this.subtract(other).isNegative()) {
    return -1;
  } else {
    return 1;
  }
}\n\n\n/** @return {!!Kotlin.Long} The negation of this value.
 */
Kotlin.Long.prototype.negate = function() {
  if (this.equalsLong(Kotlin.Long.MIN_VALUE)) {
    return other.isOdd() ? Kotlin.Long.MIN_VALUE : Kotlin.Long.ZERO;
  } else if (other.equalsLong(Kotlin.Long.MIN_VALUE)) {
    return this.isOdd() ? Kotlin.Long.MIN_VALUE : Kotlin.Long.ZERO;
  }

  if (this.isNegative()) {
    if (other.isNegative()) {
      return this.negate().multiply(other.negate());
    } else {
      return this.negate().multiply(other).negate();
    }
  } else if (other.isNegative()) {
    return this.multiply(other.negate()).negate();
  }

  // If both longs are small, use float
  if (this.lessThan(Kotlin.Long.TWO_PWR_24_)) {
    var approx = this.toNumber() / other.toNumber();
    if (approx.isZero()) {
      return Kotlin.Long.ZERO;
    }

    var approxValue = approx.subtract(1);\n\n\n/**
 * Returns this Long divided by the given one.
 * @param {Kotlin.Long} other Long by which to divide.
 * @return {!!Kotlin.Long} This Long divided by the given one.
 * @function
 */
Kotlin.Long.prototype.div = function(other) {
  if (other.isZero()) {
    throw Error('division by zero');
  } else if (this.isZero()) {
    return Kotlin.Long.ZERO;
  }

  if (this.equalsLong(Kotlin.Long.MIN_VALUE)) {
    if (other.equalsLong(Kotlin.Long.ONE) ||
      other.equalsLong(Kotlin.Long.NEG_ONE)) {
      return Kotlin.Long.ZERO;
    } else if (other.equalsLong(Kotlin.Long.MIN_VALUE)) {
      return Kotlin.Long.ONE;
    } else {
      // At this point, we have |other| >= 2, so [this/other] < [MIN_VALUE].\n\n\nOpen Source Used In DNAC Platform Frey 2047
Kotlin.Long.NEG_ONE

} else {
  var rem = this.subtract(other.multiply(approx));
  var result = approx.add(rem.divide(other));
  return result;
} } else if
(other.equals(this, Kotlin.Long.MIN_VALUE)) {
  return Kotlin.Long.ZERO;
} else if (this.isNegative()) {
  return this.negate().divide(other.negate());
} else {
  return
  this.divide(other).negate();
} // Repeat the following until the remainder is less than other:
// find a \(n\) // floating-point that approximates remainder / other *from below*, add this\(n\) // into the result, and subtract it from the remainder. It is critical that the approximate value is less than or equal to the real value so that the remainder never becomes negative.

Kotlin.Long.ZERO

var rem = this;

// We will tweak the approximate result by changing it in the 48-th digit or\(n\) // the smallest non-fractional digit, whichever is larger.

var log2 = Math.log(approx); // Decrease the approximation until it is smaller than the remainder. Note\(n\) // that if it is too large, the product overflows and is negative.

var approxRem = approx.multiply(other);

while (approxRem.isNegative() || approxRem.greaterThan(rem)) {
  approx -= delta;
  approxRes = Kotlin.Long.fromNumber(approx);
  approxRem = approxRes.multiply(other);
}

if (approxRes.isZero()) {
  approxRes = Kotlin.Long.ONE;
}

res = res.add(approxRes);
rem = rem.subtract(approxRem);

return res;
};

/**
 * Returns this Long modulo the given one.
 * @param {Kotlin.Long} other Long by which to mod.
 * @return {!Kotlin.Long} This Long modulo the given one.
 */
Kotlin.Long.prototype.modulo = function(other) {
  return this.subtract(this.divide(other).multiply(other));
};

/** @return {!Kotlin.Long} The bitwise-NOT of this value. */
Kotlin.Long.prototype.not = function() {
  return Kotlin.Long.fromBits(~this.low_,
                              ~this.high_);
};

/**
 * Returns the bitwise-AND of this Long and the given one.
 * @param {Kotlin.Long} other The Long with which to AND.
 * @return {!Kotlin.Long} The bitwise-AND of this and the other.
 */
Kotlin.Long.prototype.and = function(other) {
  return Kotlin.Long.fromBits(this.low_ & other.low_,
                               this.high_ & other.high_);
};

/**
 * Returns the bitwise-XOR of this Long and the given one.
 * @param {Kotlin.Long} other The Long with which to XOR.
 * @return {!Kotlin.Long} The bitwise-XOR of this and the other.
 */
Kotlin.Long.prototype.xor = function(other) {
  return Kotlin.Long.fromBits(this.low_ ^ other.low_,
                               this.high_ ^ other.high_);
};

/**
 * Returns this Long with bits shifted to the left by the given amount.
 * @param {number} numBits The number of bits by which to shift.
 * @return {!Kotlin.Long} This shifted to the left by the given amount.
 */
Kotlin.Long.prototype.shiftLeft = function(numBits) {
  numBits &= 63;
  if (numBits == 0) {
    return this;
  } else {
    var low = this.low_;
    if (numBits < 32) {
      var high = this.high_;
      return Kotlin.Long.fromBits(low << numBits,
                                 high << numBits);
    } else {
      return Kotlin.Long.fromBits(0, low << (numBits - 32));
    }
  }
};

/**
 * Returns this Long with bits shifted to the right by the given amount.
 * @param {number} numBits The number of bits by which to shift.
 * @return {!Kotlin.Long} This shifted to the right by the given amount.
 */
Kotlin.Long.prototype.shiftRight = function(numBits) {
  numBits &= 63;
  if (numBits == 0) {
    return this;
  } else {
    var high = this.high_;
    if (numBits < 32) {
      var low = this.low_;
      return Kotlin.Long.fromBits(
          high >> numBits,
          high >> numBits);
    } else {
      return Kotlin.Long.fromBits(high >>
                                  (numBits - 32),
                                  high >> 0);
    }
  }
};
placed into the new leading bits.

```javascript
Kotlin.Long.prototype.shiftRightUnsigned = function(numBits) {
  numBits &= 63;
  if (numBits == 0) {
    return this;
  } else {
    var high = this.high);
    if (numBits < 32) {
      var low = this.low_;
      return Kotlin.Long.fromBits((low >>> numBits), high << (32 - numBits));
    } else if (numBits == 32) {
      return Kotlin.Long.fromBits(high, 0);
    } else {
      return Kotlin.Long.fromBits(high >>> (numBits - 32), 0);
    }
  }
};

// Support for Kotlin
Kotlin.Long.prototype.equals = function (other) {
  return other instanceof Kotlin.Long &&
  this.equalsLong(other);
};

Kotlin.Long.prototype.compareTo_11rb$ = Kotlin.Long.prototype.compare;

Kotlin.Long.prototype.inc = function() {
  return this.add(Kotlin.Long.ONE);
};

Kotlin.Long.prototype.dec = function() {
  return this.add(Kotlin.Long.NEG_ONE);
};

Kotlin.Long.prototype.valueOf = function() {
  return this.toNumber();
};

Kotlin.Long.prototype.unaryPlus = function() {
  return this;
};

Kotlin.Long.prototype.unaryMinus = Kotlin.Long.prototype.negate;

function throwMarkerError() {
  throw new Error(
    "This marker function should never been called. " +
    "Looks like compiler did not eliminate it properly. " +
    "Please, report an issue if you caught this exception.\n  ");
}

Kotlin.compareTo = function (a, b) {
  var typeA = typeof a;
  if (typeA === "number") {
    if (typeof b === "number") {
      return Kotlin.doubleCompareTo(a, b);
    }
    return Kotlin.primitiveCompareTo(a, b);
  }
  if (typeA === "string" || typeA === "boolean") {
    return Kotlin.primitiveCompareTo(a, b);
  }
  return a.compareTo_11rb$(b);
};
```


function(value) {\n
return Kotlin.doubleToRawBits(isNaN(value) ? NaN : value);\n };\n\n
Kotlin.doubleToRawBits = function(value) {\n
bufFloat64[0] = value;\n
return
Kotlin.Long.fromBits(bufInt32[lowIndex], bufInt32[highIndex]);\n };\n\n Kotlin.doubleFromBits =
function(value) {\n
bufInt32[lowIndex] = value.low_;\n
bufInt32[highIndex] = value.high_;\n
return
bufFloat64[0];\n };\n\n Kotlin.floatToBits = function(value) {\n
return Kotlin.floatToRawBits(isNaN(value)
? NaN : value);\n };\n\n Kotlin.floatToRawBits = function(value) {\n
bufFloat32[0] = value;\n
return
bufInt32[0];\n };\n\n Kotlin.floatFromBits = function(value) {\n
bufInt32[0] = value;\n
return
bufFloat32[0];\n };\n\n // returns zero value for number with positive sign bit and non-zero value for number
with negative sign bit.\n Kotlin.doubleSignBit = function(value) {\n
bufFloat64[0] = value;\n
return
bufInt32[highIndex] & 0x80000000;\n };\n\n Kotlin.numberHashCode = function(obj) {\n
if ((obj | 0) ===
obj) {\n
return obj | 0;\n
}\n
else {\n
bufFloat64[0] = obj;\n
return (bufInt32[highIndex]
* 31 | 0) + bufInt32[lowIndex] | 0;\n
}\n }\n})();\n\nKotlin.ensureNotNull = function(x) {\n return x != null
? x : Kotlin.throwNPE();\n};\n","/*\n * Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language
contributors. \n * Use of this source code is governed by the Apache 2.0 license that can be found in the
license/LICENSE.txt file.\n */\n\nif (typeof String.prototype.startsWith === \"undefined\") {\n
String.prototype.startsWith = function(searchString, position) {\n
position = position || 0;\n
return
this.lastIndexOf(searchString, position) === position;\n };\n}\nif (typeof String.prototype.endsWith ===
\"undefined\") {\n String.prototype.endsWith = function(searchString, position) {\n
var subjectString =
this.toString();\n
if (position === undefined || position > subjectString.length) {\n
position =
subjectString.length;\n
}\n
position -= searchString.length;\n
var lastIndex =
subjectString.indexOf(searchString, position);\n
return lastIndex !== -1 && lastIndex === position;\n
};\n}\n// ES6 Math polyfills\nif (typeof Math.sign === \"undefined\") {\n Math.sign = function(x) {\n
x = +x;
// convert to a number\n
if (x === 0 || isNaN(x)) {\n
return Number(x);\n
}\n
return x > 0 ? 1 : 1;\n };\n}\nif (typeof Math.trunc === \"undefined\") {\n Math.trunc = function(x) {\n
if (isNaN(x)) {\n
return NaN;\n
}\n
if (x > 0) {\n
return Math.floor(x);\n
}\n
return Math.ceil(x);\n
};\n}\n\n(function() {\n var epsilon = 2.220446049250313E-16;\n var taylor_2_bound = Math.sqrt(epsilon);\n
var taylor_n_bound = Math.sqrt(taylor_2_bound);\n var upper_taylor_2_bound = 1/taylor_2_bound;\n var
upper_taylor_n_bound = 1/taylor_n_bound;\n\n if (typeof Math.sinh === \"undefined\") {\n
Math.sinh =
function(x) {\n
if (Math.abs(x) < taylor_n_bound) {\n
var result = x;\n
if (Math.abs(x) >
taylor_2_bound) {\n
result += (x * x * x) / 6;\n
}\n
return result;\n
} else {\n
var y = Math.exp(x);\n
var y1 = 1 / y;\n
if (!isFinite(y)) return Math.exp(x - Math.LN2);\n
if (!isFinite(y1)) return -Math.exp(-x - Math.LN2);\n
return (y - y1) / 2;\n
}\n
};\n }\n
if (typeof Math.cosh === \"undefined\") {\n
Math.cosh = function(x) {\n
var y = Math.exp(x);\n
var y1 = 1 / y;\n
if (!isFinite(y) || !isFinite(y1)) return Math.exp(Math.abs(x) - Math.LN2);\n
return (y
+ y1) / 2;\n
};\n }\n\n if (typeof Math.tanh === \"undefined\") {\n
Math.tanh = function(x){\n
if
(Math.abs(x) < taylor_n_bound) {\n
var result = x;\n
if (Math.abs(x) > taylor_2_bound) {\n
result -= (x * x * x) / 3;\n
}\n
return result;\n
}\n
else {\n
var a =
Math.exp(+x), b = Math.exp(-x);\n
return a === Infinity ? 1 : b === Infinity ? -1 : (a - b) / (a + b);\n
}\n
};\n }\n\n // Inverse hyperbolic function implementations derived from boost special math functions,\n
// Copyright Eric Ford & Hubert Holin 2001.\n\n if (typeof Math.asinh === \"undefined\") {\n
var asinh =
function(x) {\n
if (x >= +taylor_n_bound)\n
{\n
if (x > upper_taylor_n_bound)\n
{\n
if (x > upper_taylor_2_bound)\n
{\n
// approximation by laurent series in
1/x at 0+ order from -1 to 0\n
return Math.log(x) + Math.LN2;\n
}\n
else\n
{\n
// approximation by laurent series in 1/x at 0+ order from -1 to 1\n
return
Math.log(x * 2 + (1 / (x * 2)));\n
}\n
}\n
else\n
{\n
return
Math.log(x + Math.sqrt(x * x + 1));\n
}\n
}\n
else if (x <= -taylor_n_bound)\n
{\n
return -asinh(-x);\n
}\n
else\n
{\n
// approximation by taylor series in x at 0 up to
order 2\n
var result = x;\n
if (Math.abs(x) >= taylor_2_bound)\n
{\n
var x3 =

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[IndexOutOfBoundsException] except in Kotlin/JS

*\n@kotlin.internal.InlineOnly\npublic inline operator fun ByteArray.component2(): Byte {\n    return get(1) *\n* Returns 2nd *element* from the array.\n* If the size of this array is less than 2, throws an
[IndexOutOfBoundsException] except in Kotlin/JS * where the behavior is unspecified.\n
*\n@kotlin.internal.InlineOnly\npublic inline operator fun ShortArray.component2(): Short {\n    return get(1) *\n* Returns 2nd *element* from the array.\n* If the size of this array is less than 2, throws an
[IndexOutOfBoundsException] except in Kotlin/JS * where the behavior is unspecified.\n
*\n@kotlin.internal.InlineOnly\npublic inline operator fun IntArray.component2(): Int {\n    return get(1) *\n* Returns 2nd *element* from the array.\n* If the size of this array is less than 2, throws an
[IndexOutOfBoundsException] except in Kotlin/JS * where the behavior is unspecified.\n
*\n@kotlin.internal.InlineOnly\npublic inline operator fun LongArray.component2(): Long {\n    return get(1) *\n* Returns 2nd *element* from the array.\n* If the size of this array is less than 2, throws an
[IndexOutOfBoundsException] except in Kotlin/JS * where the behavior is unspecified.\n
*\n@kotlin.internal.InlineOnly\npublic inline operator fun FloatArray.component2(): Float {\n    return get(1) *\n* Returns 2nd *element* from the array.\n* If the size of this array is less than 2, throws an
[IndexOutOfBoundsException] except in Kotlin/JS * where the behavior is unspecified.\n
*\n@kotlin.internal.InlineOnly\npublic inline operator fun DoubleArray.component2(): Double {\n    return get(1) *\n* Returns 2nd *element* from the array.\n* If the size of this array is less than 2, throws an
[IndexOutOfBoundsException] except in Kotlin/JS * where the behavior is unspecified.\n
*\n@kotlin.internal.InlineOnly\npublic inline operator fun BooleanArray.component2(): Boolean {\n    return get(1) *\n* Returns 2nd *element* from the array.\n* If the size of this array is less than 2, throws an
[IndexOutOfBoundsException] except in Kotlin/JS * where the behavior is unspecified.\n
*\n@kotlin.internal.InlineOnly\npublic inline operator fun CharArray.component2(): Char {\n    return get(1) *\n* Returns 2nd *element* from the array.\n* If the size of this array is less than 2, throws an
[IndexOutOfBoundsException] except in Kotlin/JS * where the behavior is unspecified.\n
*\n@kotlin.internal.InlineOnly\npublic inline operator fun <T> Array<T>.component3(): T {\n    return get(2) *\n* Returns 3rd *element* from the array.\n* If the size of this array is less than 3, throws an
[IndexOutOfBoundsException] except in Kotlin/JS * where the behavior is unspecified.\n
*\n@kotlin.internal.InlineOnly\npublic inline operator fun ByteArray.component3(): Byte {\n    return get(2) *\n* Returns 3rd *element* from the array.\n* If the size of this array is less than 3, throws an
[IndexOutOfBoundsException] except in Kotlin/JS * where the behavior is unspecified.\n
*\n@kotlin.internal.InlineOnly\npublic inline operator fun ShortArray.component3(): Short {\n    return get(2) *\n* Returns 3rd *element* from the array.\n* If the size of this array is less than 3, throws an
[IndexOutOfBoundsException] except in Kotlin/JS * where the behavior is unspecified.\n
*\n@kotlin.internal.InlineOnly\npublic inline operator fun IntArray.component3(): Int {\n    return get(2) *\n* Returns 3rd *element* from the array.\n* If the size of this array is less than 3, throws an
[IndexOutOfBoundsException] except in Kotlin/JS * where the behavior is unspecified.\n
*\n@kotlin.internal.InlineOnly\npublic inline operator fun LongArray.component3(): Long {\n    return get(2) *\n* Returns 3rd *element* from the array.\n* If the size of this array is less than 3, throws an
[IndexOutOfBoundsException] except in Kotlin/JS * where the behavior is unspecified.\n
*\n@kotlin.internal.InlineOnly\npublic inline operator fun FloatArray.component3(): Float {\n    return get(2) *\n* Returns 3rd *element* from the array.\n* If the size of this array is less than 3, throws an
[IndexOutOfBoundsException] except in Kotlin/JS * where the behavior is unspecified.\n
*\n@kotlin.internal.InlineOnly\npublic inline operator fun DoubleArray.component3(): Double {\n    return get(2) *\n* Returns 3rd *element* from the array.\n* If the size of this array is less than 3, throws an
[IndexOutOfBoundsException] except in Kotlin/JS * where the behavior is unspecified.\n
*\n@kotlin.internal.InlineOnly\npublic inline operator fun BooleanArray.component3(): Boolean {\n    return get(2) *\n* Returns 3rd *element* from the array.\n* If the size of this array is less than 3, throws an
[IndexOutOfBoundsException] except in Kotlin/JS * where the behavior is unspecified.\n
*\n@kotlin.internal.InlineOnly\npublic inline operator fun CharArray.component3(): Char {\n    return get(2) *\n* Returns 3rd *element* from the array.\n* If the size of this array is less than 3, throws an
[IndexOutOfBoundsException] except in Kotlin/JS * where the behavior is unspecified.\n
*\n@kotlin.internal.InlineOnly\npublic inline operator fun <T> Array<T>.component4(): T {\n    return get(3) *\n* Returns 4th *element* from the array.\n* If the size of this array is less than 4, throws an
[IndexOutOfBoundsException] except in Kotlin/JS * where the behavior is unspecified.\n
*\n@kotlin.internal.InlineOnly\npublic inline operator fun ByteArray.component4(): Byte {\n    return get(3) *\n* Returns 4th *element* from the array.\n* If the size of this array is less than 4, throws an
[IndexOutOfBoundsException] except in Kotlin/JS * where the behavior is unspecified.\n
*\n@kotlin.internal.InlineOnly\npublic inline operator fun ShortArray.component4(): Short {\n    return get(3) *\n* Returns 4th *element* from the array.\n* If the size of this array is less than 4, throws an
[IndexOutOfBoundsException] except in Kotlin/JS * where the behavior is unspecified.\n
*\n@kotlin.internal.InlineOnly\npublic inline operator fun IntArray.component4(): Int {\n    return get(3) *\n* Returns 4th *element* from the array.\n* If the size of this array is less than 4, throws an
[IndexOutOfBoundsException] except in Kotlin/JS * where the behavior is unspecified.\n
*\n@kotlin.internal.InlineOnly\npublic inline operator fun LongArray.component4(): Long {\n    return get(3) *\n* Returns 4th *element* from the array.\n* If the size of this array is less than 4, throws an
[IndexOutOfBoundsException] except in Kotlin/JS * where the behavior is unspecified.\n
*\n@kotlin.internal.InlineOnly\npublic inline operator fun FloatArray.component4(): Float {\n    return get(3) *\n* Returns 4th *element* from the array.\n* If the size of this array is less than 4, throws an
[IndexOutOfBoundsException] except in Kotlin/JS * where the behavior is unspecified.\n
*\n@kotlin.internal.InlineOnly\npublic inline operator function DoubleArray.component4(): Double {\n    return get(3) *\n* Returns 4th *element* from the array.\n* If the size of this array is less than 4, throws an
[IndexOutOfBoundsException] except in Kotlin/JS * where the behavior is unspecified.\n
*\n@kotlin.internal.InlineOnly\npublic inline operator function BooleanArray.component4(): Boolean {\n    return get(3) *\n* Returns 4th *element* from the array.\n* If the size of this array is less than 4, throws an
[indexOutOfBoundsException] except in Kotlin/JS * where the behavior is unspecified.\n
@kotlin.internal.InlineOnly
public inline operator fun CharArray.component3(): Char {
    return get(2)
}

@kotlin.internal.InlineOnly
public inline operator fun ByteArray.component3(): Byte {
    return get(2)
}

@kotlin.internal.InlineOnly
public inline operator fun ShortArray.component3(): Short {
    return get(2)
}

@kotlin.internal.InlineOnly
public inline operator fun IntArray.component3(): Int {
    return get(2)
}

@kotlin.internal.InlineOnly
public inline operator fun LongArray.component3(): Long {
    return get(2)
}

@kotlin.internal.InlineOnly
public inline operator fun FloatArray.component3(): Float {
    return get(2)
}

@kotlin.internal.InlineOnly
public inline operator fun DoubleArray.component3(): Double {
    return get(2)
}

@kotlin.internal.InlineOnly
public inline operator fun BooleanArray.component3(): Boolean {
    return get(2)
}

@kotlin.internal.InlineOnly
public inline operator fun CharArray.component4(): Char {
    return get(3)
}

@kotlin.internal.InlineOnly
public inline operator fun ByteArray.component4(): Byte {
    return get(3)
}

@kotlin.internal.InlineOnly
public inline operator fun ShortArray.component4(): Short {
    return get(3)
}

@kotlin.internal.InlineOnly
public inline operator fun IntArray.component4(): Int {
    return get(3)
}

@kotlin.internal.InlineOnly
public inline operator fun LongArray.component4(): Long {
    return get(3)
}

@kotlin.internal.InlineOnly
public inline operator fun FloatArray.component4(): Float {
    return get(3)
}

@kotlin.internal.InlineOnly
public inline operator fun DoubleArray.component4(): Double {
    return get(3)
}

@kotlin.internal.InlineOnly
public inline operator fun BooleanArray.component4(): Boolean {
    return get(3)
}

@kotlin.internal.InlineOnly
public inline operator fun CharArray.component5(): Char {
    return get(4)
}

@kotlin.internal.InlineOnly
public inline operator fun ByteArray.component5(): Byte {
    return get(4)
}

@kotlin.internal.InlineOnly
public inline operator fun ShortArray.component5(): Short {
    return get(4)
}

@kotlin.internal.InlineOnly
public inline operator fun IntArray.component5(): Int {
    return get(4)
}

@kotlin.internal.InlineOnly
public inline operator fun LongArray.component5(): Long {
    return get(4)
}

@kotlin.internal.InlineOnly
public inline operator fun FloatArray.component5(): Float {
    return get(4)
}

@kotlin.internal.InlineOnly
public inline operator fun DoubleArray.component5(): Double {
    return get(4)
}

@kotlin.internal.InlineOnly
public inline operator fun BooleanArray.component5(): Boolean {
    return get(4)
}
*@kotlin.internal.InlineOnly\public inline operator fun DoubleArray.component5(): Double {
    return get(4)
}

/**
 * Returns 5th *element* from the array.
 * 
 * If the size of this array is less than 5, throws an
 * [IndexOutOfBoundsException] except in Kotlin/JS where the behavior is unspecified.
 */
@kotlin.internal.InlineOnly\public inline operator fun BooleanArray.component5(): Boolean {
    return get(4)
}

/**
 * Returns 5th *element* from the array.
 * 
 * If the size of this array is less than 5, throws an
 * [IndexOutOfBoundsException] except in Kotlin/JS where the behavior is unspecified.
 */
@kotlin.internal.InlineOnly\public inline operator fun CharArray.component5(): Char {
    return get(4)
}

/**
 * Returns `true` if [element] is found in the array.
 */
public operator fun <T> Array<out T>.contains(element: T): Boolean {
    return indexOf(element) >= 0
}

/**
 * Returns `true` if [element] is found in the array.
 */
public operator fun ByteArray.contains(element: Byte): Boolean {
    return indexOf(element) >= 0
}

/**
 * Returns `true` if [element] is found in the array.
 */
public operator fun ShortArray.contains(element: Short): Boolean {
    return indexOf(element) >= 0
}

/**
 * Returns `true` if [element] is found in the array.
 */
public operator fun IntArray.contains(element: Int): Boolean {
    return indexOf(element) >= 0
}

/**
 * Returns `true` if [element] is found in the array.
 */
public operator fun LongArray.contains(element: Long): Boolean {
    return indexOf(element) >= 0
}

/**
 * Returns `true` if [element] is found in the array.
 */
public operator fun FloatArray.contains(element: Float): Boolean {
    return indexOf(element) >= 0
}

/**
 * Returns `true` if [element] is found in the array.
 */
public operator fun DoubleArray.contains(element: Double): Boolean {
    return indexOf(element) >= 0
}

/**
 * Returns `true` if [element] is found in the array.
 */
public operator fun BooleanArray.contains(element: Boolean): Boolean {
    return indexOf(element) >= 0
}

/**
 * Returns `true` if [element] is found in the array.
 */
public operator fun CharArray.contains(element: Char): Boolean {
    return indexOf(element) >= 0
}

/**
 * Returns an element at the given [index] or throws an
 * [IndexOutOfBoundsException] if the [index] is out of bounds of this array.
 */
@kotlin.internal.InlineOnly \public expect fun <T> Array<out T>.elementAt(index: Int): T

/**
 * Returns an element at the given [index] or throws an
 * [IndexOutOfBoundsException] if the [index] is out of bounds of this array.
 */
@kotlin.internal.InlineOnly \public expect fun ByteArray.elementAt(index: Int): Byte

/**
 * Returns an element at the given [index] or throws an
 * [IndexOutOfBoundsException] if the [index] is out of bounds of this array.
 */
@kotlin.internal.InlineOnly \public expect fun ShortArray.elementAt(index: Int): Short

/**
 * Returns an element at the given [index] or throws an
 * [IndexOutOfBoundsException] if the [index] is out of bounds of this array.
 */
@kotlin.internal.InlineOnly \public expect fun IntArray.elementAt(index: Int): Int

/**
 * Returns an element at the given [index] or throws an
 * [IndexOutOfBoundsException] if the [index] is out of bounds of this array.
 */
@kotlin.internal.InlineOnly \public expect fun LongArray.elementAt(index: Int): Long

/**
 * Returns an element at the given [index] or throws an
 * [IndexOutOfBoundsException] if the [index] is out of bounds of this array.
 */
@kotlin.internal.InlineOnly \public expect fun FloatArray.elementAt(index: Int): Float

/**
 * Returns an element at the given [index] or throws an
 * [IndexOutOfBoundsException] if the [index] is out of bounds of this array.
 */
@kotlin.internal.InlineOnly \public expect fun DoubleArray.elementAt(index: Int): Double

/**
 * Returns an element at the given [index] or throws an
 * [IndexOutOfBoundsException] if the [index] is out of bounds of this array.
 */
@kotlin.internal.InlineOnly \public expect fun BooleanArray.elementAt(index: Int): Boolean

/**
 * Returns an element at the given [index] or throws an
 * [IndexOutOfBoundsException] if the [index] is out of bounds of this array.
 */
@kotlin.internal.InlineOnly \public expect fun CharArray.elementAt(index: Int): Char

/**
 * Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this array.
 */
@kotlin.internal.InlineOnly \public inline fun
fun Array<out T>.elementAtOrElse(index: Int, defaultValue: (Int) -> T?): T {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}

/**
 * Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this array.
 * 
 * @sample
 * samples.collections.Collections.Elements.elementAtOrElse
 */
@kotlin.internal.InlineOnly
public inline fun byteArray.elementAtOrElse(index: Int, defaultValue: (Int) -> Byte): Byte {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}

/**
 * Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this array.
 * 
 * @sample
 * samples.collections.Collections.Elements.elementAtOrElse
 */
@kotlin.internal.InlineOnly
public inline fun shortArray.elementAtOrElse(index: Int, defaultValue: (Int) -> Short): Short {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}

/**
 * Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this array.
 * 
 * @sample
 * samples.collections.Collections.Elements.elementAtOrElse
 */
@kotlin.internal.InlineOnly
public inline fun intArray.elementAtOrElse(index: Int, defaultValue: (Int) -> Int): Int {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}

/**
 * Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this array.
 * 
 * @sample
 * samples.collections.Collections.Elements.elementAtOrElse
 */
@kotlin.internal.InlineOnly
public inline fun longArray.elementAtOrElse(index: Int, defaultValue: (Int) -> Long): Long {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}

/**
 * Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this array.
 * 
 * @sample
 * samples.collections.Collections.Elements.elementAtOrElse
 */
@kotlin.internal.InlineOnly
public inline fun floatArray.elementAtOrElse(index: Int, defaultValue: (Int) -> Float): Float {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}

/**
 * Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this array.
 * 
 * @sample
 * samples.collections.Collections.Elements.elementAtOrElse
 */
@kotlin.internal.InlineOnly
public inline fun doubleArray.elementAtOrElse(index: Int, defaultValue: (Int) -> Double): Double {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}

/**
 * Returns an element at the given [index] or `null` if the [index] is out of bounds of this array.
 * 
 * @sample
 * samples.collections.Collections.Elements.elementAtOrNull
 */
@kotlin.internal.InlineOnly
public inline fun byteArray.elementAtOrNull(index: Int): Byte? {
    return getOrNull(index)
}

/**
 * Returns an element at the given [index] or `null` if the [index] is out of bounds of this array.
 * 
 * @sample
 * samples.collections.Collections.Elements.elementAtOrNull
 */
@kotlin.internal.InlineOnly
public inline fun shortArray.elementAtOrNull(index: Int): Short? {
    return getOrNull(index)
}

/**
 * Returns an element at the given [index] or `null` if the [index] is out of bounds of this array.
 * 
 * @sample
 * samples.collections.Collections.Elements.elementAtOrNull
 */
@kotlin.internal.InlineOnly
public inline fun intArray.elementAtOrNull(index: Int): Int? {
    return getOrNull(index)
}

/**
 * Returns an element at the given [index] or `null` if the [index] is out of bounds of this array.
 * 
 * @sample
 * samples.collections.Collections.Elements.elementAtOrNull
 */
@kotlin.internal.InlineOnly
public inline fun longArray.elementAtOrNull(index: Int): Long? {
    return getOrNull(index)
}

/**
 * Returns an element at the given [index] or `null` if the [index] is out of bounds of this array.
 * 
 * @sample
 * samples.collections.Collections.Elements.elementAtOrNull
 */
@kotlin.internal.InlineOnly
public inline fun floatArray.elementAtOrNull(index: Int): Float? {
    return getOrNull(index)
}

/**
 * Returns an element at the given [index] or `null` if the [index] is out of bounds of this array.
 * 
 * @sample
 * samples.collections.Collections.Elements.elementAtOrNull
 */
@kotlin.internal.InlineOnly
public inline fun doubleArray.elementAtOrNull(index: Int): Double? {
    return getOrNull(index)
}

/**
 * Returns an element at the given [index] or `null` if the [index] is out of bounds of this array.
 * 
 * @sample
 * samples.collections.Collections.Elements.elementAtOrNull
 */
@kotlin.internal.InlineOnly
public inline fun booleanArray.elementAtOrNull(index: Int): Boolean? {
    return getOrNull(index)
}

/**
 * Returns an element at the given [index] or `null` if the [index] is out of bounds of this array.
 * 
 * @sample
 * samples.collections.Collections.Elements.elementAtOrNull
 */
@kotlin.internal.InlineOnly
public inline fun charArray.elementAtOrNull(index: Int): Char? {
    return getOrNull(index)
}

fun <T> Array<out T>.elementAtOrNull(index: Int): T? {
    return this.getOrNull(index)
}

fun <T> ByteArray.elementAtOrNull(index: Int): Byte? {
    return this.getOrNull(index)
}

fun <T> ShortArray.elementAtOrNull(index: Int): Short? {
    return this.getOrNull(index)
}

fun <T> IntArray.elementAtOrNull(index: Int): Int? {
    return this.getOrNull(index)
}

fun <T> LongArray.elementAtOrNull(index: Int): Long? {
    return this.getOrNull(index)
}

fun <T> FloatArray.elementAtOrNull(index: Int): Float? {
    return this.getOrNull(index)
}

fun <T> DoubleArray.elementAtOrNull(index: Int): Double? {
    return this.getOrNull(index)
}

fun <T> BooleanArray.elementAtOrNull(index: Int): Boolean? {
    return this.getOrNull(index)
}

fun <T> CharArray.elementAtOrNull(index: Int): Char? {
    return this.getOrNull(index)
}
Open Source Used In DNAC Platform Frey 2058

LongArray.elementAtOrNull(index: Int): Long? { return this.getOrNull(index) } // Returns an element at the given [index] or 'null' if the [index] is out of bounds of this array.

FloatArray.elementAtOrNull(index: Int): Float? { return this.getOrNull(index) } // Returns an element at the given [index] or 'null' if the [index] is out of bounds of this array.

DoubleArray.elementAtOrNull(index: Int): Double? { return this.getOrNull(index) } // Returns an element at the given [index] or 'null' if the [index] is out of bounds of this array.

BooleanArray.elementAtOrNull(index: Int): Boolean? { return this.getOrNull(index) } // Returns an element at the given [index] or 'null' if the [index] is out of bounds of this array.

CharArray.elementAtOrNull(index: Int): Char? { return this.getOrNull(index) } // Returns an element at the given [index] or 'null' if no such element was found.

ByteArray.find(predicate: (Byte) -> Boolean): Byte? { return this.firstOrNull(predicate) } // Returns the first element matching the given [predicate], or 'null' if no such element was found.

ShortArray.find(predicate: (Short) -> Boolean): Short? { return this.firstOrNull(predicate) } // Returns the first element matching the given [predicate], or 'null' if no such element was found.

IntArray.find(predicate: (Int) -> Boolean): Int? { return this.firstOrNull(predicate) } // Returns the first element matching the given [predicate], or 'null' if no such element was found.

CharArray.find(predicate: (Char) -> Boolean): Char? { return this.firstOrNull(predicate) } // Returns the first element matching the given [predicate], or 'null' if no such element was found.
the last element matching the given [predicate], or `null` if no such element was found.

```kotlin
@kotlin.internal.InlineOnly
public inline fun DoubleArray.findLast(predicate: (Double) -> Boolean): Double?
```
[NoSuchElementException] if no such element is found.

```kotlin
public inline fun DoubleArray.first(predicate: (Double) -> Boolean): Double {
    for (element in this) if (predicate(element)) return element
    throw NoSuchElementException("Array contains no element matching the predicate.")
}

/**
 * Returns the first element matching the given [predicate].
 * @throws [NoSuchElementException] if no such element is found.
 */
public inline fun BooleanArray.first(predicate: (Boolean) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return element
    throw NoSuchElementException("Array contains no element matching the predicate.")
}

/**
 * Returns the first element, or `null` if the array is empty.
 */
public inline fun fun CharArray.first(predicate: (Char) -> Boolean): Char {
    for (element in this) if (predicate(element)) return element
    throw NoSuchElementException("Array contains no element matching the predicate.")
}

/**
 * Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this array.
 */
@kotlin.internal.InlineOnly
public inline fun <T> Array<out T>.getOrElse(index: Int, defaultValue: (Int) -> T): T {
    return if (index >= 0 && index <= lastIndex) get(index) else
t
```
defaultValue(index)\n} Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this array.\n */

ByteArray.getOrElse(index: Int, defaultValue: (Int) -> Byte): Byte { return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)\n} Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this array.\n */

ShortArray.getOrElse(index: Int, defaultValue: (Int) -> Short): Short { return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)\n} Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this array.\n */

IntArray.getOrElse(index: Int, defaultValue: (Int) -> Int): Int { return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)\n} Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this array.\n */

LongArray.getOrElse(index: Int, defaultValue: (Int) -> Long): Long { return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)\n} Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this array.\n */

ByteArray.getOrNull(index: Int): Byte? { return if (index >= 0 && index <= lastIndex) get(index) else null\n} Returns an element at the given [index] or `null` if the [index] is out of bounds of this array.\n */

ShortArray.getOrNull(index: Int): Short? { return if (index >= 0 && index <= lastIndex) get(index) else null\n} Returns an element at the given [index] or `null` if the [index] is out of bounds of this array.\n */

IntArray.getOrNull(index: Int): Int? { return if (index >= 0 && index <= lastIndex) get(index) else null\n} Returns an element at the given [index] or `null` if the [index] is out of bounds of this array.\n */

LongArray.getOrNull(index: Int): Long? { return if (index >= 0 && index <= lastIndex) get(index) else null\n} Returns an element at the given [index] or `null` if the [index] is out of bounds of this array.\n */

FloatArray.getOrNull(index: Int): Float? { return if (index >= 0 && index <= lastIndex) get(index) else null\n} Returns an element at the given [index] or `null` if the [index] is out of bounds of this array.\n */

DoubleArray.getOrNull(index: Int): Double? { return if (index >= 0 && index <= lastIndex) get(index) else null\n} Returns an element at the given [index] or `null` if the [index] is out of bounds of this array.\n */

BooleanArray.getOrNull(index: Int): Boolean? { return if (index >= 0 && index <= lastIndex) get(index) else null\n} Returns an element at the given [index] or `null` if the [index] is out of bounds of this array.\n */

CharArray.getOrNull(index: Int): Char? { return if (index >= 0 && index <= lastIndex) get(index) else null\n} Returns an element at the given [index] or `null` if the [index] is out of bounds of this array.\n */

Array<out T>.indexOf(element: T): Int { if (element == null) { for (index in indices) { if (this[index] == null) { return index

} Open Source Used In DNAC Platform Frey 2061
Array\<out T\>::indexOfLast(predicate: (T) -> Boolean): Int {
    for (index in indices.reversed()) {
        if (predicate(this[index])) {
            return index
        }
    }
    return -1
}

ByteArray.indexOfLast(predicate: (Byte) -> Boolean): Int {
    for (index in indices.reversed()) {
        if (predicate(this[index])) {
            return index
        }
    }
    return -1
}

CharArray.indexOfLast(predicate: (Char) -> Boolean): Int {
    for (index in indices.reversed()) {
        if (predicate(this[index])) {
            return index
        }
    }
    return -1
}

BooleanArray.indexOfLast(predicate: (Boolean) -> Boolean): Int {
    for (index in indices.reversed()) {
        if (predicate(this[index])) {
            return index
        }
    }
    return -1
}

DoubleArray.indexOfLast(predicate: (Double) -> Boolean): Int {
    for (index in indices.reversed()) {
        if (predicate(this[index])) {
            return index
        }
    }
    return -1
}

FloatArray.indexOfLast(predicate: (Float) -> Boolean): Int {
    for (index in indices.reversed()) {
        if (predicate(this[index])) {
            return index
        }
    }
    return -1
}

IntArray.indexOfLast(predicate: (Int) -> Boolean): Int {
    for (index in indices.reversed()) {
        if (predicate(this[index])) {
            return index
        }
    }
    return -1
}

LongArray.indexOfLast(predicate: (Long) -> Boolean): Int {
    for (index in indices.reversed()) {
        if (predicate(this[index])) {
            return index
        }
    }
    return -1
}

ShortArray.indexOfLast(predicate: (Short) -> Boolean): Int {
    for (index in indices.reversed()) {
        if (predicate(this[index])) {
            return index
        }
    }
    return -1
}

CharArray.last(): Char {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return this[lastIndex]
}

ByteArray.last(): Byte {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return this[lastIndex]
}

CharArray.reversed(): CharArray {
    return this.reversed()
}

ByteArray.reversed(): ByteArray {
    return this.reversed()
}

CharArray.reversedWithCapacity(capacity: Int): CharArray {
    return this.reversedWithCapacity(capacity)
}

ByteArray.reversedWithCapacity(capacity: Int): ByteArray {
    return this.reversedWithCapacity(capacity)
}

CharArray.reverse(): CharArray {
    return this.reverse()
}

ByteArray.reverse(): ByteArray {
    return this.reverse()
}

CharArray.reverseWithCapacity(capacity: Int): CharArray {
    return this.reverseWithCapacity(capacity)
}

ByteArray.reverseWithCapacity(capacity: Int): ByteArray {
    return this.reverseWithCapacity(capacity)
}
the last element matching the given \[predicate\], or \`null\' if no such element was found.\n
*/
public inline fun 
CharArray.lastOrNull(predicate: (Char) -> Boolean): Char? {
    for (index in this.indices.reversed()) {
        val
        element = this[index]
        if (predicate(element)) return element
    }
    return null
}

/**
 * Returns a random element from this array.
 * 
 * @throws NoSuchElementException if this array is empty.
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline fun
ByteArray.random(): Byte {
    return random(Random)
}

/**
 * Returns a random element from this array.
 * 
 * @throws NoSuchElementException if this array is empty.
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline fun
ShortArray.random(): Short {
    return random(Random)
}

/**
 * Returns a random element from this array.
 * 
 * @throws NoSuchElementException if this array is empty.
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline fun
IntArray.random(): Int {
    return random(Random)
}

/**
 * Returns a random element from this array.
 * 
 * @throws NoSuchElementException if this array is empty.
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline fun
LongArray.random(): Long {
    return random(Random)
}

/**
 * Returns a random element from this array.
 * 
 * @throws NoSuchElementException if this array is empty.
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline fun
FloatArray.random(): Float {
    return random(Random)
}

/**
 * Returns a random element from this array.
 * 
 * @throws NoSuchElementException if this array is empty.
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline fun
DoubleArray.random(): Double {
    return random(Random)
}

/**
 * Returns a random element from this array.
 * 
 * @throws NoSuchElementException if this array is empty.
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline fun
BooleanArray.random(): Boolean {
    return random(Random)
}

/**
 * Returns a random element from this array.
 * 
 * @throws NoSuchElementException if this array is empty.
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline fun
CharArray.random(): Char {
    return random(Random)
}
fun DoubleArray.random(random: Random): Double {
    if (isEmpty()) throw NoSuchElementException("Array is empty.")
    return get(random.nextInt(size))
} // Returns a random element from this array using the specified source of randomness.

fun CharArray.random(random: Random): Char {
    if (isEmpty()) throw NoSuchElementException("Array is empty.")
    return get(random.nextInt(size))
} // Returns a random element from this array using the specified source of randomness, or ‘null’ if this array is empty.

fun ByteArray.randomOrNull(random: Random): Byte? {
    return randomOrNull(Random)
} // Returns a random element from this array, or ‘null’ if this array is empty.

fun ShortArray.randomOrNull(random: Random): Short? {
    return randomOrNull(Random)
} // Returns a random element from this array, or ‘null’ if this array is empty.

fun IntArray.randomOrNull(random: Random): Int? {
    return randomOrNull(Random)
} // Returns a random element from this array, or ‘null’ if this array is empty.

fun LongArray.randomOrNull(random: Random): Long? {
    return randomOrNull(Random)
} // Returns a random element from this array, or ‘null’ if this array is empty.

fun FloatArray.randomOrNull(random: Random): Float? {
    return randomOrNull(Random)
} // Returns a random element from this array, or ‘null’ if this array is empty.

fun DoubleArray.randomOrNull(random: Random): Double? {
    return randomOrNull(Random)
} // Returns a random element from this array, or ‘null’ if this array is empty.

fun BooleanArray.random(random: Random): Boolean {
    if (isEmpty()) throw NoSuchElementException("Array is empty.")
    return get(random.nextInt(size))
} // Returns a random element from this array using the specified source of randomness.

fun CharArray.random(random: Random): Char {
    if (isEmpty()) throw NoSuchElementException("Array is empty.")
    return get(random.nextInt(size))
} // Returns a random element from this array using the specified source of randomness, or ‘null’ if this array is empty.

fun ByteArray.randomOrNull(random: Random): Byte? {
    return randomOrNull(Random)
} // Returns a random element from this array, or ‘null’ if this array is empty.

fun ShortArray.randomOrNull(random: Random): Short? {
    return randomOrNull(Random)
} // Returns a random element from this array, or ‘null’ if this array is empty.

fun IntArray.randomOrNull(random: Random): Int? {
    return randomOrNull(Random)
} // Returns a random element from this array, or ‘null’ if this array is empty.

fun LongArray.randomOrNull(random: Random): Long? {
    return randomOrNull(Random)
} // Returns a random element from this array, or ‘null’ if this array is empty.

fun FloatArray.randomOrNull(random: Random): Float? {
    return randomOrNull(Random)
} // Returns a random element from this array, or ‘null’ if this array is empty.

fun DoubleArray.randomOrNull(random: Random): Double? {
    return randomOrNull(Random)
} // Returns a random element from this array, or ‘null’ if this array is empty.

fun BooleanArray.random(random: Random): Boolean {
    if (isEmpty()) throw NoSuchElementException("Array is empty.")
    return get(random.nextInt(size))
} // Returns a random element from this array using the specified source of randomness.

fun CharArray.random(random: Random): Char {
    if (isEmpty()) throw NoSuchElementException("Array is empty.")
    return get(random.nextInt(size))
} // Returns a random element from this array using the specified source of randomness, or ‘null’ if this array is empty.

fun ByteArray.randomOrNull(random: Random): Byte? {
    return randomOrNull(Random)
} // Returns a random element from this array, or ‘null’ if this array is empty.

fun ShortArray.randomOrNull(random: Random): Short? {
    return randomOrNull(Random)
} // Returns a random element from this array, or ‘null’ if this array is empty.

fun IntArray.randomOrNull(random: Random): Int? {
    return randomOrNull(Random)
} // Returns a random element from this array, or ‘null’ if this array is empty.

fun LongArray.randomOrNull(random: Random): Long? {
    return randomOrNull(Random)
} // Returns a random element from this array, or ‘null’ if this array is empty.

fun FloatArray.randomOrNull(random: Random): Float? {
    return randomOrNull(Random)
} // Returns a random element from this array, or ‘null’ if this array is empty.

fun DoubleArray.randomOrNull(random: Random): Double? {
    return randomOrNull(Random)
} // Returns a random element from this array, or ‘null’ if this array is empty.

fun BooleanArray.random(random: Random): Boolean {
    if (isEmpty()) throw NoSuchElementException("Array is empty.")
    return get(random.nextInt(size))
} // Returns a random element from this array using the specified source of randomness.

fun CharArray.random(random: Random): Char {
    if (isEmpty()) throw NoSuchElementException("Array is empty.")
    return get(random.nextInt(size))
} // Returns a random element from this array using the specified source of randomness, or ‘null’ if this array is empty.

fun ByteArray.randomOrNull(random: Random): Byte? {
    return randomOrNull(Random)
} // Returns a random element from this array, or ‘null’ if this array is empty.

fun ShortArray.randomOrNull(random: Random): Short? {
    return randomOrNull(Random)
} // Returns a random element from this array, or ‘null’ if this array is empty.

fun IntArray.randomOrNull(random: Random): Int? {
    return randomOrNull(Random)
} // Returns a random element from this array, or ‘null’ if this array is empty.

fun LongArray.randomOrNull(random: Random): Long? {
    return randomOrNull(Random)
} // Returns a random element from this array, or ‘null’ if this array is empty.

fun FloatArray.randomOrNull(random: Random): Float? {
    return randomOrNull(Random)
} // Returns a random element from this array, or ‘null’ if this array is empty.

fun DoubleArray.randomOrNull(random: Random): Double? {
    return randomOrNull(Random)
} // Returns a random element from this array, or ‘null’ if this array is empty.
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public fun LongArray.randomOrNull(random: Random): Long? {
    if (isEmpty())
        return null
    return get(random.nextInt(size))
}

/**
 * Returns a random
element from this array using the specified source of randomness, or `null` if this array is empty.
*/
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public fun FloatArray.randomOrNull(random: Random): Float? {
    if (isEmpty())
        return null
    return get(random.nextInt(size))
}

/**
 * Returns a random
element from this array using the specified source of randomness, or `null` if this array is empty.
*/
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public fun DoubleArray.randomOrNull(random: Random): Double? {
    if (isEmpty())
        return null
    return get(random.nextInt(size))
}

/**
 * Returns a random
element from this array using the specified source of randomness, or `null` if this array is empty.
*/
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public fun BooleanArray.randomOrNull(random: Random): Boolean? {
    if (isEmpty())
        return null
    return get(random.nextInt(size))
}

/**
 * Returns a random
element from this array using the specified source of randomness, or `null` if this array is empty.
*/
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public fun CharArray.randomOrNull(random: Random): Char? {
    if (isEmpty())
        return null
    return get(random.nextInt(size))
}

/**
 * Returns the single
element, or throws an exception if the array is empty or has more than one element.
*/
public fun <T> Array<out T>.single(): T {
    return when (size) {
        0 -> throw NoSuchElementException("Array is empty.")
        1 ->
        this[0]
        else -> throw IllegalArgumentException("Array has more than one element.")
    }
}

/**
 * Returns the single
element, or throws an exception if the array is empty or has more than one
*/
public fun ByteArray.single(): Byte {
    return when (size) {
        0 -> throw NoSuchElementException("Array is empty.")
        1 -> this[0]
        else -> throw IllegalArgumentException("Array has more than one element.")
    }
}

/**
 * Returns the single
element, or throws an exception if the array is empty or has more than one
*/
public fun ShortArray.single(): Short {
    return when (size) {
        0 -> throw NoSuchElementException("Array is empty.")
        1 -> this[0]
        else -> throw IllegalArgumentException("Array has more than one element.")
    }
}

/**
 * Returns the single
element, or throws an exception if the array is empty or has more than one
*/
public fun IntArray.single(): Int {
    return when (size) {
        0 -> throw NoSuchElementException("Array is empty.")
        1 -> this[0]
        else -> throw IllegalArgumentException("Array has more than one element.")
    }
}

/**
 * Returns the single
element, or throws an exception if the array is empty or has more than one
*/
public fun LongArray.single(): Long {
    return when (size) {
        0 -> throw NoSuchElementException("Array is empty.")
        1 -> this[0]
        else -> throw IllegalArgumentException("Array has more than one element.")
    }
}

/**
 * Returns the single
element, or throws an exception if the array is empty or has more than one
*/
public fun FloatArray.single(): Float {
    return when (size) {
        0 -> throw NoSuchElementException("Array is empty.")
        1 -> this[0]
        else -> throw IllegalArgumentException("Array has more than one element.")
    }
}

/**
 * Returns the single
element, or throws an exception if the array is empty or has more than one
*/
public fun DoubleArray.single(): Double {
    return when (size) {
        0 -> throw NoSuchElementException("Array is empty.")
        1 -> this[0]
        else -> throw IllegalArgumentException("Array has more than one element.")
    }
}

/**
 * Returns the single
element, or throws an exception if the array is empty or has more than one
*/
public fun BooleanArray.single(): Boolean {
    return when (size) {
        0 -> throw NoSuchElementException("Array is empty.")
        1 -> this[0]
        else -> throw IllegalArgumentException("Array has more than one element.")
    }
}

/**
 * Returns the single
element, or throws an exception if the array is empty or has more than one
*/
public fun CharArray.single(): Char {
    return when (size) {
        0 -> throw NoSuchElementException("Array is empty.")
        1 -> this[0]
        else -> throw IllegalArgumentException("Array has more than one element.")
    }
}

/**
 * Returns the single
element, or throws an exception if the array is empty or has more than one
*/
public inline fun <T> Array<out T>.single(predicate: (T) -> Boolean): T {
    var single: T? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) throw IllegalArgumentException("Array contains more than one matching element.")
            single = element
            found = true
        }
    }
    if
@Suppress("UNCHECKED_CAST")
    return single as T
}

/**
 * Returns the single element matching the given [predicate], or throws exception if there is no or more than one matching element.
 */
public inline fun ByteArray.single(predicate: (Byte) -> Boolean): Byte {
    var single: Byte? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) throw IllegalArgumentException("Array contains more than one matching element.")
            single = element
            found = true
        }
    }
    if (!found) throw NoSuchElementException("Array contains no element matching the predicate.")
    @Suppress("UNCHECKED_CAST")
    return single as Byte
}

/**
 * Returns the single element matching the given [predicate], or throws exception if there is no or more than one matching element.
 */
public inline fun ShortArray.single(predicate: (Short) -> Boolean): Short {
    var single: Short? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) throw IllegalArgumentException("Array contains more than one matching element.")
            single = element
            found = true
        }
    }
    if (!found) throw NoSuchElementException("Array contains no element matching the predicate.")
    @Suppress("UNCHECKED_CAST")
    return single as Short
}

/**
 * Returns the single element matching the given [predicate], or throws exception if there is no or more than one matching element.
 */
public inline fun IntArray.single(predicate: (Int) -> Boolean): Int {
    var single: Int? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) throw IllegalArgumentException("Array contains more than one matching element.")
            single = element
            found = true
        }
    }
    if (!found) throw NoSuchElementException("Array contains no element matching the predicate.")
    @Suppress("UNCHECKED_CAST")
    return single as Int
}

/**
 * Returns the single element matching the given [predicate], or throws exception if there is no or more than one matching element.
 */
public inline fun LongArray.single(predicate: (Long) -> Boolean): Long {
    var single: Long? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) throw IllegalArgumentException("Array contains more than one matching element.")
            single = element
            found = true
        }
    }
    if (!found) throw NoSuchElementException("Array contains no element matching the predicate.")
    @Suppress("UNCHECKED_CAST")
    return single as Long
}

/**
 * Returns the single element matching the given [predicate], or throws exception if there is no or more than one matching element.
 */
public inline fun FloatArray.single(predicate: (Float) -> Boolean): Float {
    var single: Float? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) throw IllegalArgumentException("Array contains more than one matching element.")
            single = element
            found = true
        }
    }
    if (!found) throw NoSuchElementException("Array contains no element matching the predicate.")
    @Suppress("UNCHECKED_CAST")
    return single as Float
}

/**
 * Returns the single element matching the given [predicate], or throws exception if there is no or more than one matching element.
 */
public inline fun DoubleArray.single(predicate: (Double) -> Boolean): Double {
    var single: Double? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) throw IllegalArgumentException("Array contains more than one matching element.")
            single = element
            found = true
        }
    }
    if (!found) throw NoSuchElementException("Array contains no element matching the predicate.")
    @Suppress("UNCHECKED_CAST")
    return single as Double
}

/**
 * Returns the single element matching the given [predicate], or throws exception if there is no or more than one matching element.
 */
public inline fun BooleanArray.single(predicate: (Boolean) -> Boolean): Boolean {
    var single: Boolean? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) throw IllegalArgumentException("Array contains more than one matching element.")
            single = element
            found = true
        }
    }
    if (!found) throw NoSuchElementException("Array contains no element matching the predicate.")
    @Suppress("UNCHECKED_CAST")
    return single as Boolean
}

/**
 * Returns the single element matching the given [predicate], or throws exception if there is no or more than one matching element.
 */
public inline fun CharArray.single(predicate: (Char) -> Boolean): Char {
    var single: Char? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) throw IllegalArgumentException("Array contains more than one matching element.")
            single = element
            found = true
        }
    }
    if (!found) throw NoSuchElementException("Array contains no element matching the predicate.")
    @Suppress("UNCHECKED_CAST")
    return single as Char
}

/**
 * Returns the single element matching the given [predicate], or throws exception if there is no or more than one matching element.
 */
public inline fun CharArray.single(predicate: (Char) -> Boolean): Char {
    var single: Char? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) throw IllegalArgumentException("Array contains more than one matching element.")
            single = element
            found = true
        }
    }
    if (!found) throw NoSuchElementException("Array contains no element matching the predicate.")
    @Suppress("UNCHECKED_CAST")
    return single as Char
}
BooleanArray.singleOrNull(predicate: (Boolean) -> Boolean): Boolean? {
    var single = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) return null
            single = element
            found = true
        }
    }
    if (!found) return null
    return single
}

/**
 * Returns the single element matching the given [predicate], or `null` if element was not found or more than one element was found.
 */
public inline fun CharArray.singleOrNull(predicate: (Char) -> Boolean): Char? {
    var single = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) return null
            single = element
            found = true
        }
    }
    if (!found) return null
    return single
}

/**
 * Returns a list containing all elements except first [n] elements.
 * @throws IllegalArgumentException if [n] is negative.
 * @sample samples.collections.Collections.Transformations.drop
 */
public fun <T> Array<out T>.drop(n: Int): List<T> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return takeLast((size - n).coerceAtLeast(0))
}

/**
 * Returns a list containing all elements except last [n] elements.
 * @throws IllegalArgumentException if [n] is negative.
 * @sample samples.collections.Collections.Transformations.dropLast
 */
public fun <T> Array<out T>.dropLast(n: Int): List<T> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return take((size - n).coerceAtLeast(0))
}
IllegalArgumentException if \( n \) is negative.\n * \n * @sample
samples.collections.Collections.Transformations.drop\n */
public fun ByteArray.dropLast(n: Int): List<Byte> {
    require(n >= 0) { "Requested element count \( n \) is less than zero." }
    return take((size - n).coerceAtLeast(0))\n\n\n\nIllegalArgumentException if \( n \) is negative.\n * \n * @throws
samples.collections.Collections.Transformations.drop\n */
public fun ShortArray.dropLast(n: Int): List<Short> {
    require(n >= 0) { "Requested element count \( n \) is less than zero." }
    return take((size - n).coerceAtLeast(0))\n\n\n\nIllegalArgumentException if \( n \) is negative.\n * \n * @throws
samples.collections.Collections.Transformations.drop\n */
public fun IntArray.dropLast(n: Int): List<Int> {
    require(n >= 0) { "Requested element count \( n \) is less than zero." }
    return take((size - n).coerceAtLeast(0))\n\n\n\nIllegalArgumentException if \( n \) is negative.\n * \n * @throws
samples.collections.Collections.Transformations.drop\n */
public fun LongArray.dropLast(n: Int): List<Long> {
    require(n >= 0) { "Requested element count \( n \) is less than zero." }
    return take((size - n).coerceAtLeast(0))\n\n\n\nIllegalArgumentException if \( n \) is negative.\n * \n * @throws
samples.collections.Collections.Transformations.drop\n */
public fun FloatArray.dropLast(n: Int): List<Float> {
    require(n >= 0) { "Requested element count \( n \) is less than zero." }
    return take((size - n).coerceAtLeast(0))\n\n\n\nIllegalArgumentException if \( n \) is negative.\n * \n * @throws
samples.collections.Collections.Transformations.drop\n */
public fun DoubleArray.dropLast(n: Int): List<Double> {
    require(n >= 0) { "Requested element count \( n \) is less than zero." }
    return take((size - n).coerceAtLeast(0))\n\n\n\nIllegalArgumentException if \( n \) is negative.\n * \n * @throws
samples.collections.Collections.Transformations.drop\n */
public fun BooleanArray.dropLast(n: Int): List<Boolean> {
    require(n >= 0) { "Requested element count \( n \) is less than zero." }
    return take((size - n).coerceAtLeast(0))\n\n\n\nIllegalArgumentException if \( n \) is negative.\n * \n * @throws
samples.collections.Collections.Transformations.drop\n */
public fun CharArray.dropLast(n: Int): List<Char> {
    require(n >= 0) { "Requested element count \( n \) is less than zero." }
    return take((size - n).coerceAtLeast(0))\n\n\n\nIllegalArgumentException if \( n \) is negative.\n * \n * @throws
samples.collections.Collections.Transformations.drop\n */
public fun Array<out T>.dropLastWhile(predicate: (T) -> Boolean): List<T> {
    for (index in lastIndex downTo 0) {
        if (!predicate(this[index])) {
            return take(index + 1)
        }
    }
    return emptyList()
}

/**
 * Returns a list containing all elements except last elements that satisfy the given 
 * [predicate].
 * 
 * @sample samples.collections.Collections.Transformations.drop
 */
public inline fun ByteArray.dropLastWhile(predicate: (Byte) -> Boolean): List<Byte> {
    for (index in lastIndex downTo 0) {
        if (!predicate(this[index])) {
            return take(index + 1)
        }
    }
    return emptyList()
}

/**
 * Returns a list containing all elements except last elements that satisfy the given 
 * [predicate].
 * 
 * @sample samples.collections.Collections.Transformations.drop
 */
public inline fun ShortArray.dropLastWhile(predicate: (Short) -> Boolean): List<Short> {
    for (index in lastIndex downTo 0) {
        if (!predicate(this[index])) {
            return take(index + 1)
        }
    }
    return emptyList()
}

/**
 * Returns a list containing all elements except last elements that satisfy the given 
 * [predicate].
 * 
 * @sample samples.collections.Collections.Transformations.drop
 */
public inline fun IntArray.dropLastWhile(predicate: (Int) -> Boolean): List<Int> {
    for (index in lastIndex downTo 0) {
        if (!predicate(this[index])) {
            return take(index + 1)
        }
    }
    return emptyList()
}

/**
 * Returns a list containing all elements except last elements that satisfy the given 
 * [predicate].
 * 
 * @sample samples.collections.Collections.Transformations.drop
 */
public inline fun LongArray.dropLastWhile(predicate: (Long) -> Boolean): List<Long> {
    for (index in lastIndex downTo 0) {
        if (!predicate(this[index])) {
            return take(index + 1)
        }
    }
    return emptyList()
}

/**
 * Returns a list containing all elements except last elements that satisfy the given 
 * [predicate].
 * 
 * @sample samples.collections.Collections.Transformations.drop
 */
public inline fun FloatArray.dropLastWhile(predicate: (Float) -> Boolean): List<Float> {
    for (index in lastIndex downTo 0) {
        if (!predicate(this[index])) {
            return take(index + 1)
        }
    }
    return emptyList()
}

/**
 * Returns a list containing all elements except last elements that satisfy the given 
 * [predicate].
 * 
 * @sample samples.collections.Collections.Transformations.drop
 */
public inline fun DoubleArray.dropLastWhile(predicate: (Double) -> Boolean): List<Double> {
    for (index in lastIndex downTo 0) {
        if (!predicate(this[index])) {
            return take(index + 1)
        }
    }
    return emptyList()
}

/**
 * Returns a list containing all elements except last elements that satisfy the given 
 * [predicate].
 * 
 * @sample samples.collections.Collections.Transformations.drop
 */
public inline fun BooleanArray.dropLastWhile(predicate: (Boolean) -> Boolean): List<Boolean> {
    for (index in lastIndex downTo 0) {
        if (!predicate(this[index])) {
            return take(index + 1)
        }
    }
    return emptyList()
}

/**
 * Returns a list containing all elements except last elements that satisfy the given 
 * [predicate].
 * 
 * @sample samples.collections.Collections.Transformations.drop
 */
public inline fun CharArray.dropLastWhile(predicate: (Char) -> Boolean): List<Char> {
    for (index in lastIndex downTo 0) {
        if (!predicate(this[index])) {
            return take(index + 1)
        }
    }
    return emptyList()
samples.collections.Collections.Transformations.drop\n */\n@sample
LongArray.dropLastWhile(predicate: (Long) -> Boolean): List<Long> {\n    for (index in lastIndex downTo 0) {\n        if (!predicate(this[index])) {\n            return take(index + 1)\n        }\n    }\n    return emptyList()\n}\n
FloatArray.dropLastWhile(predicate: (Float) -> Boolean): List<Float> {\n    for (index in lastIndex downTo 0) {\n        if (!predicate(this[index])) {\n            return take(index + 1)\n        }\n    }\n    return emptyList()\n}\n
DoubleArray.dropLastWhile(predicate: (Double) -> Boolean): List<Double> {\n    for (index in lastIndex downTo 0) {\n        if (!predicate(this[index])) {\n            return take(index + 1)\n        }\n    }\n    return emptyList()\n}\n
ByteArray.dropWhile(predicate: (Byte) -> Boolean): List<Byte> {\n    var yielding = false\n    val list = ArrayList<Byte>()\n    for (item in this) {\n        if (yielding) {\n            list.add(item)\n        } else if (!predicate(item)) {\n            list.add(item)\n            yielding = true\n        }\n    }\n    return list\n}\n
ShortArray.dropWhile(predicate: (Short) -> Boolean): List<Short> {\n    var yielding = false\n    val list = ArrayList<Short>()\n    for (item in this) {\n        if (yielding) {\n            list.add(item)\n        } else if (!predicate(item)) {\n            list.add(item)\n            yielding = true\n        }\n    }\n    return list\n}\n
IntArray.dropWhile(predicate: (Int) -> Boolean): List<Int> {\n    var yielding = false\n    val list = ArrayList<Int>()\n    for (item in this) {\n        if (yielding) {\n            list.add(item)\n        } else if (!predicate(item)) {\n            list.add(item)\n            yielding = true\n        }\n    }\n    return list\n}\n
LongArray.dropWhile(predicate: (Long) -> Boolean): List<Long> {\n    var yielding = false\n    val list = ArrayList<Long>()\n    for (item in this) {\n        if (yielding) {\n            list.add(item)\n        } else if (!predicate(item)) {\n            list.add(item)\n            yielding = true\n        }\n    }\n    return list\n}\n
ByteArray.dropWhile(predicate: (Byte) -> Boolean): List<Byte> {\n    var yielding = false\n    val list = ArrayList<Byte>()\n    for (item in this) {\n        if (yielding) {\n            list.add(item)\n        } else if (!predicate(item)) {\n            list.add(item)\n            yielding = true\n        }\n    }\n    return list\n}\n
ShortArray.dropWhile(predicate: (Short) -> Boolean): List<Short> {\n    var yielding = false\n    val list = ArrayList<Short>()\n    for (item in this) {\n        if (yielding) {\n            list.add(item)\n        } else if (!predicate(item)) {\n            list.add(item)\n            yielding = true\n        }\n    }\n    return list\n}\n
IntArray.dropWhile(predicate: (Int) -> Boolean): List<Int> {\n    var yielding = false\n    val list = ArrayList<Int>()\n    for (item in this) {\n        if (yielding) {\n            list.add(item)\n        } else if (!predicate(item)) {\n            list.add(item)\n            yielding = true\n        }\n    }\n    return list\n}\n
LongArray.dropWhile(predicate: (Long) -> Boolean): List<Long> {\n    var yielding = false\n    val list = ArrayList<Long>()\n    for (item in this) {\n        if (yielding) {\n            list.add(item)\n        } else if (!predicate(item)) {\n            list.add(item)\n            yielding = true\n        }\n    }\n    return list\n}\n
ByteArray.dropWhile(predicate: (Byte) -> Boolean): List<Byte> {\n    var yielding = false\n    val list = ArrayList<Byte>()\n    for (item in this) {\n        if (yielding) {\n            list.add(item)\n        } else if (!predicate(item)) {\n            list.add(item)\n            yielding = true\n        }\n    }\n    return list\n}\n
ShortArray.dropWhile(predicate: (Short) -> Boolean): List<Short> {\n    var yielding = false\n    val list = ArrayList<Short>()\n    for (item in this) {\n        if (yielding) {\n            list.add(item)\n        } else if (!predicate(item)) {\n            list.add(item)\n            yielding = true\n        }\n    }\n    return list\n}\n
IntArray.dropWhile(predicate: (Int) -> Boolean): List<Int> {\n    var yielding = false\n    val list = ArrayList<Int>()\n    for (item in this) {\n        if (yielding) {\n            list.add(item)\n        } else if (!predicate(item)) {\n            list.add(item)\n            yielding = true\n        }\n    }\n    return list\n}\n
LongArray.dropWhile(predicate: (Long) -> Boolean): List<Long> {\n    var yielding = false\n    val list = ArrayList<Long>()\n    for (item in this) {\n        if (yielding) {\n            list.add(item)\n        } else if (!predicate(item)) {\n            list.add(item)\n            yielding = true\n        }\n    }\n    return list\n}\n
ByteArray.dropWhile(predicate: (Byte) -> Boolean): List<Byte> {\n    var yielding = false\n    val list = ArrayList<Byte>()\n    for (item in this) {\n        if (yielding) {\n            list.add(item)\n        } else if (!predicate(item)) {\n            list.add(item)\n            yielding = true\n        }\n    }\n    return list\n}\n
ShortArray.dropWhile(predicate: (Short) -> Boolean): List<Short> {\n    var yielding = false\n    val list = ArrayList<Short>()\n    for (item in this) {\n        if (yielding) {\n            list.add(item)\n        } else if (!predicate(item)) {\n            list.add(item)\n            yielding = true\n        }\n    }\n    return list\n}\n
IntArray.dropWhile(predicate: (Int) -> Boolean): List<Int> {\n    var yielding = false\n    val list = ArrayList<Int>()\n    for (item in this) {\n        if (yielding) {\n            list.add(item)\n        } else if (!predicate(item)) {\n            list.add(item)\n            yielding = true\n        }\n    }\n    return list\n}\n
LongArray.dropWhile(predicate: (Long) -> Boolean): List<Long> {\n    var yielding = false\n    val list = ArrayList<Long>()\n    for (item in this) {\n        if (yielding) {\n            list.add(item)\n        } else if (!predicate(item)) {\n            list.add(item)\n            yielding = true\n        }\n    }\n    return list\n}\n
ByteArray.dropWhile(predicate: (Byte) -> Boolean): List<Byte> {\n    var yielding = false\n    val list = ArrayList<Byte>()\n    for (item in this) {\n        if (yielding) {\n            list.add(item)\n        } else if (!predicate(item)) {\n            list.add(item)\n            yielding = true\n        }\n    }\n    return list\n}\n
ShortArray.dropWhile(predicate: (Short) -> Boolean): List<Short> {\n    var yielding = false\n    val list = ArrayList<Short>()\n    for (item in this) {\n        if (yielding) {\n            list.add(item)\n        } else if (!predicate(item)) {\n            list.add(item)\n            yielding = true\n        }\n    }\n    return list\n}\n
IntArray.dropWhile(predicate: (Int) -> Boolean): List<Int> {\n    var yielding = false\n    val list = ArrayList<Int>()\n    for (item in this) {\n        if (yielding) {\n            list.add(item)\n        } else if (!predicate(item)) {\n            list.add(item)\n            yielding = true\n        }\n    }\n    return list\n}\n
LongArray.dropWhile(predicate: (Long) -> Boolean): List<Long> {\n    var yielding = false\n    val list = ArrayList<Long>()\n    for (item in this) {\n        if (yielding) {\n            list.add(item)\n        } else if (!predicate(item)) {\n            list.add(item)\n            yielding = true\n        }\n    }\n    return list\n}\n
ByteArray.dropWhile(predicate: (Byte) -> Boolean): List<Byte> {\n    var yielding = false\n    val list = ArrayList<Byte>()\n    for (item in this) {\n        if (yielding) {\n            list.add(item)\n        } else if (!predicate(item)) {\n            list.add(item)\n            yielding = true\n        }\n    }\n    return list\n}\n
ShortArray.dropWhile(predicate: (Short) -> Boolean): List<Short> {\n    var yielding = false\n    val list = ArrayList<Short>()\n    for (item in this) {\n        if (yielding) {\n            list.add(item)\n        } else if (!predicate(item)) {\n            list.add(item)\n            yielding = true\n        }\n    }\n    return list\n}\n
IntArray.dropWhile(predicate: (Int) -> Boolean): List<Int> {\n    var yielding = false\n    val list = ArrayList<Int>()\n    for (item in this) {\n        if (yielding) {\n            list.add(item)\n        } else if (!predicate(item)) {\n            list.add(item)\n            yielding = true\n        }\n    }\n    return list\n}\n
LongArray.dropWhile(predicate: (Long) -> Boolean): List<Long> {\n    var yielding = false\n    val list = ArrayList<Long>()\n    for (item in this) {\n        if (yielding) {\n            list.add(item)\n        } else if (!predicate(item)) {\n            list.add(item)\n            yielding = true\n        }\n    }\n    return list\n}
(Double) -> Boolean): List<Double> {
    var yielding = false
    val list = ArrayList<Double>()
    for (item in this)
        if (yielding)
            list.add(item)
        else if (!predicate(item)) {
            list.add(item)
            yielding = true
        } return list
} Returns a list containing all elements except first elements that satisfy the given [predicate].

/**
 * Returns a list containing only elements matching the given [predicate].
 * 
 * @sample samples.collections.Collections.Filtering.filter
 */
public inline fun <T> List<T>.filterIndexed(predicate: (Int, T) -> Boolean): List<T> {
    return filterIndexedTo(ArrayList<T>(), predicate)
} Returns a list containing only elements matching the given [predicate].

/**
 * Returns a list containing only elements matching the given [predicate].
 * 
 * @sample samples.collections.Collections.Filtering.filter
 */
public inline fun ByteArray.filter(predicate: (Byte) -> Boolean): List<Byte> {
    return filterTo(ArrayList<Byte>(), predicate)
} Returns a list containing only elements matching the given [predicate].

/**
 * Returns a list containing only elements matching the given [predicate].
 * 
 * @sample samples.collections.Collections.Filtering.filter
 */
public inline fun ShortArray.filter(predicate: (Short) -> Boolean): List<Short> {
    return filterTo(ArrayList<Short>(), predicate)
} Returns a list containing only elements matching the given [predicate].

/**
 * Returns a list containing only elements matching the given [predicate].
 * 
 * @sample samples.collections.Collections.Filtering.filter
 */
public inline fun IntArray.filter(predicate: (Int) -> Boolean): List<Int> {
    return filterTo(ArrayList<Int>(), predicate)
} Returns a list containing only elements matching the given [predicate].

/**
 * Returns a list containing only elements matching the given [predicate].
 * 
 * @sample samples.collections.Collections.Filtering.filter
 */
public inline fun LongArray.filter(predicate: (Long) -> Boolean): List<Long> {
    return filterTo(ArrayList<Long>(), predicate)
} Returns a list containing only elements matching the given [predicate].

/**
 * Returns a list containing only elements matching the given [predicate].
 * 
 * @sample samples.collections.Collections.Filtering.filter
 */
public inline fun FloatArray.filter(predicate: (Float) -> Boolean): List<Float> {
    return filterTo(ArrayList<Float>(), predicate)
} Returns a list containing only elements matching the given [predicate].

/**
 * Returns a list containing only elements matching the given [predicate].
 * 
 * @sample samples.collections.Collections.Filtering.filter
 */
public inline fun DoubleArray.filter(predicate: (Double) -> Boolean): List<Double> {
    return filterTo(ArrayList<Double>(), predicate)
} Returns a list containing only elements matching the given [predicate].

/**
 * Returns a list containing only elements matching the given [predicate].
 * 
 * @sample samples.collections.Collections.Filtering.filter
 */
public inline fun BooleanArray.filter(predicate: (Boolean) -> Boolean): List<Boolean> {
    return filterTo(ArrayList<Boolean>(), predicate)
} Returns a list containing only elements matching the given [predicate].

/**
 * Returns a list containing only elements matching the given [predicate].
 * 
 * @sample samples.collections.Collections.Filtering.filter
 */
public inline fun CharArray.filter(predicate: (Char) -> Boolean): List<Char> {
    return filterTo(ArrayList<Char>(), predicate)
} Returns a list containing only elements matching the given [predicate].

/**
 * Returns a list containing only elements matching the given [predicate].
 * 
 * @sample samples.collections.Collections.Filtering.filter
 */
public inline fun <T> Array<out T>.filterIndexed(predicate: (Int, T) -> Boolean): List<T> {
    return filterIndexedTo(ArrayList<T>(), predicate)
} Returns a list containing only elements matching the given [predicate].
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```kotlin
/**
 * Returns a list containing only elements matching the given [predicate].
 * @param [predicate] function that takes the index of an element and the element itself
 * and returns the result of predicate evaluation on the element.
 */
public inline fun <T> List<T>.filterIndexedTo(destination: MutableList<T>, predicate: (index: Int, T) -> Boolean): MutableList<T> {
    forEachIndexed { index, element ->
        if (predicate(index, element)) destination.add(element)
    }
    return destination
}

/**
 * Appends all elements matching the given [predicate] to the given [destination].
 * @param [predicate] function that takes the index of an element and the element itself
 * and returns the result of predicate evaluation on the element.
 */
public inline fun <C : MutableCollection<in T>> MutableList<T>.filterIndexedTo(destination: C, predicate: (index: Int, T) -> Boolean): C {
    forEachIndexed { index, element ->
        if (predicate(index, element)) destination.add(element)
    }
    return destination
}
```
return destination

/**
 * Appends all elements matching the given [predicate] to the given [destination].
 * @param [predicate] function that takes the index of an element and the element itself and returns the result of predicate evaluation on the element.
 */
@public inline fun <C : MutableCollection<in Double>> DoubleArray.filterIndexedTo(destination: C, predicate: (index: Int, Double) -> Boolean): C {
    forEachIndexed {
        index, element in
            if (predicate(index, element)) destination.add(element)
    }
    return destination
}

/**
 * Appends all elements matching the given [predicate] to the given [destination].
 * @param [predicate] function that takes the index of an element and the element itself and returns the result of predicate evaluation on the element.
 */
@public inline fun <C : MutableCollection<in Boolean>> BooleanArray.filterIndexedTo(destination: C, predicate: (index: Int, Boolean) -> Boolean): C {
    forEachIndexed {
        index, element in
            if (predicate(index, element)) destination.add(element)
    }
    return destination
}

/**
 * Appends all elements matching the given [predicate] to the given [destination].
 * @param [predicate] function that takes the index of an element and the element itself and returns the result of predicate evaluation on the element.
 */
@public inline fun <C : MutableCollection<in Char>> CharArray.filterIndexedTo(destination: C, predicate: (index: Int, Char) -> Boolean): C {
    forEachIndexed {
        index, element in
            if (predicate(index, element)) destination.add(element)
    }
    return destination
}

/**
 * Returns a list containing all elements that are instances of specified type parameter R.
 * @reified R
 */
@public inline fun <R> Array<*>.filterIsInstance() : List<@kotlin.internal.NoInfer R> {
    return filterIsInstanceTo(ArrayList<R>())
}

/**
 * Returns a list containing all elements that are instances of specified type parameter R to the given [destination].
 * @reified R
 */
@public inline fun <R, C : MutableCollection<in R>> Array<*>.filterIsInstanceTo(destination: C): C {
    for (element in this) if (element is R)
        destination.add(element)
    return destination
}

/**
 * Returns a list containing all elements not matching the given [predicate].
 * @sample samples.collections.Collections.Filtering.filter
 */
@public inline fun <T> Array<out T>.filterNot(predicate: (T) -> Boolean): List<T> {
    return filterNotTo(ArrayList<T>(), predicate)
}

/**
 * Returns a list containing all elements not matching the given [predicate].
 * @sample samples.collections.Collections.Filtering.filter
 */
@public inline fun ByteArray.filterNot(predicate: (Byte) -> Boolean): List<Byte> {
    return filterNotTo(ArrayList<Byte>(), predicate)
}

/**
 * Returns a list containing all elements not matching the given [predicate].
 * @sample samples.collections.Collections.Filtering.filter
 */
@public inline fun ShortArray.filterNot(predicate: (Short) -> Boolean): List<Short> {
    return filterNotTo(ArrayList<Short>(), predicate)
}

/**
 * Returns a list containing all elements not matching the given [predicate].
 * @sample samples.collections.Collections.Filtering.filter
 */
@public inline fun IntArray.filterNot(predicate: (Int) -> Boolean): List<Int> {
    return filterNotTo(ArrayList<Int>(), predicate)
}

/**
 * Returns a list containing all elements not matching the given [predicate].
 * @sample samples.collections.Collections.Filtering.filter
 */
@public inline fun LongArray.filterNot(predicate: (Long) -> Boolean): List<Long> {
    return filterNotTo(ArrayList<Long>(), predicate)
}

/**
 * Returns a list containing all elements not matching the given [predicate].
 * @sample samples.collections.Collections.Filtering.filter
 */
@public inline fun FloatArray.filterNot(predicate: (Float) -> Boolean): List<Float> {
    return filterNotTo(ArrayList<Float>(), predicate)
}

/**
 * Returns a list containing all elements not matching the given [predicate].
 * @sample samples.collections.Collections.Filtering.filter
 */
@public inline fun DoubleArray.filterNot(predicate: (Double) -> Boolean): List<Double> {
    return filterNotTo(ArrayList<Double>(), predicate)
}

/**
 * Returns a list containing all elements not matching the given [predicate].
 * @sample samples.collections.Collections.Filtering.filter
 */
@public inline fun BooleanArray.filterNot(predicate: (Boolean) -> Boolean): List<Boolean> {
    return filterNotTo(ArrayList<Boolean>(), predicate)
}

/**
 * Returns a list containing all elements not matching the given [predicate].
 * @sample samples.collections.Collections.Filtering.filter
 */
@public inline fun CharArray.filterNot(predicate: (Char) -> Boolean): List<Char> {
    return filterNotTo(ArrayList<Char>(), predicate)
}

/**
 * Returns a list containing all elements that are not `null`.
 * @sample samples.collections.Collections.Filtering.filterNotNull
 */
@public inline fun <T : Any> Array<out T?>.filterNotNull(): List<T> {
    return filterNotNullTo(ArrayList<T>())
}
Appends all elements that are not `null` to the given [destination].

```kotlin
public fun <C : MutableCollection<in T>, T : Any> Array<out T?>.filterNotNullTo(destination: C): C {
    for (element in this) if (element != null) destination.add(element)
    return destination
}
```

Appends all elements not matching the given [predicate] to the given [destination].

```kotlin
public fun <T : Any> Array<out T>.filterNotTo(destination: C, predicate: (T) -> Boolean): C {
    for (element in this) if (!predicate(element)) destination.add(element)
    return destination
}
```

Appends all elements not matching the given [predicate] to the given [destination].

```kotlin
public fun <T, C : MutableCollection<in T>> Array<out T>.filterNotTo(destination: C, predicate: (T) -> Boolean): C {
    for (element in this) if (!predicate(element)) destination.add(element)
    return destination
}
```

Appends all elements not matching the given [predicate] to the given [destination].

```kotlin
public fun <C : MutableCollection<in Uint>> UintArray.filterNotTo(destination: C, predicate: (Uint) -> Boolean): C {
    for (element in this) if (!predicate(element)) destination.add(element)
    return destination
}
```

Appends all elements not matching the given [predicate] to the given [destination].

```kotlin
public fun <C : MutableCollection<in Byte>> ByteArray.filterNotTo(destination: C, predicate: (Byte) -> Boolean): C {
    for (element in this) if (!predicate(element)) destination.add(element)
    return destination
}
```

Appends all elements not matching the given [predicate] to the given [destination].

```kotlin
public fun <C : MutableCollection<in Short>> ShortArray.filterNotTo(destination: C, predicate: (Short) -> Boolean): C {
    for (element in this) if (!predicate(element)) destination.add(element)
    return destination
}
```

Appends all elements not matching the given [predicate] to the given [destination].

```kotlin
public fun <C : MutableCollection<in Int>> IntArray.filterNotTo(destination: C, predicate: (Int) -> Boolean): C {
    for (element in this) if (!predicate(element)) destination.add(element)
    return destination
}
```

Appends all elements not matching the given [predicate] to the given [destination].

```kotlin
public fun <C : MutableCollection<in Long>> LongArray.filterNotTo(destination: C, predicate: (Long) -> Boolean): C {
    for (element in this) if (!predicate(element)) destination.add(element)
    return destination
}
```

Appends all elements not matching the given [predicate] to the given [destination].

```kotlin
public fun <C : MutableCollection<in Float>> FloatArray.filterNotTo(destination: C, predicate: (Float) -> Boolean): C {
    for (element in this) if (!predicate(element)) destination.add(element)
    return destination
}
```

Appends all elements not matching the given [predicate] to the given [destination].

```kotlin
public fun <C : MutableCollection<in Double>> DoubleArray.filterNotTo(destination: C, predicate: (Double) -> Boolean): C {
    for (element in this) if (!predicate(element)) destination.add(element)
    return destination
}
```

Appends all elements not matching the given [predicate] to the given [destination].

```kotlin
public fun <C : MutableCollection<in Boolean>> BooleanArray.filterNotTo(destination: C, predicate: (Boolean) -> Boolean): C {
    for (element in this) if (!predicate(element)) destination.add(element)
    return destination
}
```

Appends all elements not matching the given [predicate] to the given [destination].

```kotlin
public fun <C : MutableCollection<in Char>> CharArray.filterNotTo(destination: C, predicate: (Char) -> Boolean): C {
    for (element in this) if (!predicate(element)) destination.add(element)
    return destination
}
```

Appends all elements matching the given [predicate] to the given [destination].

```kotlin
public fun <T, C : MutableCollection<in T>> Array<out T>.filterTo(destination: C, predicate: (T) -> Boolean): C {
    for (element in this) if (predicate(element)) destination.add(element)
    return destination
}
```

Appends all elements matching the given [predicate] to the given [destination].

```kotlin
public fun <C : MutableCollection<in Byte>> ByteArray.filterTo(destination: C, predicate: (Byte) -> Boolean): C {
    for (element in this) if (predicate(element)) destination.add(element)
    return destination
}
```

Appends all elements matching the given [predicate] to the given [destination].

```kotlin
public fun <C : MutableCollection<in Short>> ShortArray.filterTo(destination: C, predicate: (Short) -> Boolean): C {
    for (element in this) if (predicate(element)) destination.add(element)
    return destination
}
```

Appends all elements matching the given [predicate] to the given [destination].

```kotlin
public fun <C : MutableCollection<in Int>> IntArray.filterTo(destination: C, predicate: (Int) -> Boolean): C {
    for (element in this) if (predicate(element)) destination.add(element)
    return destination
}
```

Appends all elements matching the given [predicate] to the given [destination].

```kotlin
public fun <C : MutableCollection<in Long>> LongArray.filterTo(destination: C, predicate: (Long) -> Boolean): C {
    for (element in this) if (predicate(element)) destination.add(element)
    return destination
}
```

Appends all elements matching the given [predicate] to the given [destination].

```kotlin
public fun <C : MutableCollection<in Float>> FloatArray.filterTo(destination: C, predicate: (Float) -> Boolean): C {
    for (element in this) if (predicate(element)) destination.add(element)
    return destination
}
```

Appends all elements matching the given [predicate] to the given [destination].

```kotlin
public fun <C : MutableCollection<in Double>> DoubleArray.filterTo(destination: C, predicate: (Double) -> Boolean): C {
    for (element in this) if (predicate(element)) destination.add(element)
    return destination
}
```

Appends all elements matching the given [predicate] to the given [destination].

```kotlin
public fun <C : MutableCollection<in Boolean>> BooleanArray.filterTo(destination: C, predicate: (Boolean) -> Boolean): C {
    for (element in this) if (predicate(element)) destination.add(element)
    return destination
}
```

Appends all elements matching the given [predicate] to the given [destination].

```kotlin
public fun <C : MutableCollection<in Char>> CharArray.filterTo(destination: C, predicate: (Char) -> Boolean): C {
    for (element in this) if (predicate(element)) destination.add(element)
    return destination
}
```

Appends all elements matching the given [predicate] to the given [destination].

```kotlin
public fun <C : MutableCollection<in T>> T : Any> Array<out T?>.filterTo(destination: C): C {
    for (element in this) if (element != null) destination.add(element)
    return destination
}
```

Appends all elements matching the given [predicate] to the given [destination].

```kotlin
public fun <C : MutableCollection<in Byte>> ByteArray.filterTo(destination: C, predicate: (Byte) -> Boolean): C {
    for (element in this) if (predicate(element)) destination.add(element)
    return destination
}
```

Appends all elements matching the given [predicate] to the given [destination].

```kotlin
public fun <C : MutableCollection<in Short>> ShortArray.filterTo(destination: C, predicate: (Short) -> Boolean): C {
    for (element in this) if (predicate(element)) destination.add(element)
    return destination
}
```

Appends all elements matching the given [predicate] to the given [destination].

```kotlin
public fun <C : MutableCollection<in Int>> IntArray.filterTo(destination: C, predicate: (Int) -> Boolean): C {
    for (element in this) if (predicate(element)) destination.add(element)
    return destination
}
```

Appends all elements matching the given [predicate] to the given [destination].

```kotlin
public fun <C : MutableCollection<in Long>> LongArray.filterTo(destination: C, predicate: (Long) -> Boolean): C {
    for (element in this) if (predicate(element)) destination.add(element)
    return destination
}
```

Appends all elements matching the given [predicate] to the given [destination].

```kotlin
public fun <C : MutableCollection<in Float>> FloatArray.filterTo(destination: C, predicate: (Float) -> Boolean): C {
    for (element in this) if (predicate(element)) destination.add(element)
    return destination
}
```

Appends all elements matching the given [predicate] to the given [destination].

```kotlin
public fun <C : MutableCollection<in Double>> DoubleArray.filterTo(destination: C, predicate: (Double) -> Boolean): C {
    for (element in this) if (predicate(element)) destination.add(element)
    return destination
}
```

Appends all elements matching the given [predicate] to the given [destination].

```kotlin
public fun <C : MutableCollection<in Boolean>> BooleanArray.filterTo(destination: C, predicate: (Boolean) -> Boolean): C {
    for (element in this) if (predicate(element)) destination.add(element)
    return destination
}
```

Appends all elements matching the given [predicate] to the given [destination].

```kotlin
public fun <C : MutableCollection<in Char>> CharArray.filterTo(destination: C, predicate: (Char) -> Boolean): C {
    for (element in this) if (predicate(element)) destination.add(element)
    return destination
}
```

Appends all elements matching the given [predicate] to the given [destination].

```kotlin
public fun <C : MutableCollection<in T>> T : Any> Array<out T?>.filterTo(destination: C): C {
    for (element in this) if (element != null) destination.add(element)
    return destination
}
```

Appends all elements matching the given [predicate] to the given [destination].

```kotlin
public fun <C : MutableCollection<in Byte>> ByteArray.filterTo(destination: C, predicate: (Byte) -> Boolean): C {
    for (element in this) if (predicate(element)) destination.add(element)
    return destination
}
```

Appends all elements matching the given [predicate] to the given [destination].

```kotlin
public fun <C : MutableCollection<in Short>> ShortArray.filterTo(destination: C, predicate: (Short) -> Boolean): C {
    for (element in this) if (predicate(element)) destination.add(element)
    return destination
}
```

Appends all elements matching the given [predicate] to the given [destination].

```kotlin
public fun <C : MutableCollection<in Int>> IntArray.filterTo(destination: C, predicate: (Int) -> Boolean): C {
    for (element in this) if (predicate(element)) destination.add(element)
    return destination
}
```

Appends all elements matching the given [predicate] to the given [destination].

```kotlin
public fun <C : MutableCollection<in Long>> LongArray.filterTo(destination: C, predicate: (Long) -> Boolean): C {
    for (element in this) if (predicate(element)) destination.add(element)
    return destination
}
```

Appends all elements matching the given [predicate] to the given [destination].

```kotlin
public fun <C : MutableCollection<in Float>> FloatArray.filterTo(destination: C, predicate: (Float) -> Boolean): C {
    for (element in this) if (predicate(element)) destination.add(element)
    return destination
}
```
MutableCollection<in Double>> DoubleArray.filterTo(destination: C, predicate: (Double) -> Boolean): C {
    for (element in this) if (predicate(element)) destination.add(element)
    return destination
}

/**
 * Appends all elements matching the given [predicate] to the given [destination].
 */
public inline fun <C : MutableCollection<in Double>> DoubleArray.filterTo(destination: C, predicate: (Double) -> Boolean): C {
    for (element in this) if (predicate(element)) destination.add(element)
    return destination
}

MutableCollection<in Boolean>> BooleanArray.filterTo(destination: C, predicate: (Boolean) -> Boolean): C {
    for (element in this) if (predicate(element)) destination.add(element)
    return destination
}

/**
 * Appends all elements matching the given [predicate] to the given [destination].
 */
public inline fun <C : MutableCollection<in Boolean>> BooleanArray.filterTo(destination: C, predicate: (Boolean) -> Boolean): C {
    for (element in this) if (predicate(element)) destination.add(element)
    return destination
}

MutableCollection<in Char>> CharArray.filterTo(destination: C, predicate: (Char) -> Boolean): C {
    for (element in this) if (predicate(element)) destination.add(element)
    return destination
}

/**
 * Appends all elements matching the given [predicate] to the given [destination].
 */
public inline fun <C : MutableCollection<in Char>> CharArray.filterTo(destination: C, predicate: (Char) -> Boolean): C {
    for (element in this) if (predicate(element)) destination.add(element)
    return destination
}

/**
 * Returns a list containing elements at indices in the specified [indices] range.
 */
public fun <T> Array<out T>.slice(indices: IntRange): List<T> {
    if (indices.isEmpty()) return listOf()
    return copyOfRange(indices.start, indices.endInclusive + 1).asList().toList()
}

/**
 * Returns a list containing elements at indices in the specified [indices] range.
 */
public fun ByteArray.slice(indices: IntRange): List<Byte> {
    if (indices.isEmpty()) return listOf()
    return copyOfRange(indices.start, indices.endInclusive + 1).asList().toList()
}

/**
 * Returns a list containing elements at indices in the specified [indices] range.
 */
public fun ShortArray.slice(indices: IntRange): List<Short> {
    if (indices.isEmpty()) return listOf()
    return copyOfRange(indices.start, indices.endInclusive + 1).asList().toList()
}

/**
 * Returns a list containing elements at indices in the specified [indices] range.
 */
public fun IntArray.slice(indices: IntRange): List<Int> {
    if (indices.isEmpty()) return listOf()
    return copyOfRange(indices.start, indices.endInclusive + 1).asList().toList()
}

/**
 * Returns a list containing elements at indices in the specified [indices] range.
 */
public fun LongArray.slice(indices: IntRange): List<Long> {
    if (indices.isEmpty()) return listOf()
    return copyOfRange(indices.start, indices.endInclusive + 1).asList().toList()
}

/**
 * Returns a list containing elements at indices in the specified [indices] range.
 */
public fun FloatArray.slice(indices: IntRange): List<Float> {
    if (indices.isEmpty()) return listOf()
    return copyOfRange(indices.start, indices.endInclusive + 1).asList().toList()
}

/**
 * Returns a list containing elements at indices in the specified [indices] range.
 */
public fun DoubleArray.slice(indices: IntRange): List<Double> {
    if (indices.isEmpty()) return listOf()
    return copyOfRange(indices.start, indices.endInclusive + 1).asList().toList()
}

/**
 * Returns a list containing elements at indices in the specified [indices] range.
 */
public fun BooleanArray.slice(indices: IntRange): List<Boolean> {
    if (indices.isEmpty()) return listOf()
    return copyOfRange(indices.start, indices.endInclusive + 1).asList().toList()
}

/**
 * Returns a list containing elements at indices in the specified [indices] range.
 */
public fun CharArray.slice(indices: IntRange): List<Char> {
    if (indices.isEmpty()) return listOf()
    return copyOfRange(indices.start, indices.endInclusive + 1).asList().toList()
}

/**
 * Returns a list containing elements at specified [indices].
 */
public fun <T> Array<out T>.slice(indices: Iterable<Int>): List<T> {
    val size = indices.collectionSizeOrDefault(10)
    if (size == 0) return emptyList()
    val list = ArrayList<T>(size)
    for (index in indices) {
        list.add(get(index))
    }
    return list
}

/**
 * Returns a list containing elements at specified [indices].
 */
public fun ByteArray.slice(indices: Iterable<Int>): List<Byte> {
    val size = indices.collectionSizeOrDefault(10)
    if (size == 0) return emptyList()
    val list = ArrayList<Byte>(size)
    for (index in indices) {
        list.add(get(index))
    }
    return list
}

/**
 * Returns a list containing elements at specified [indices].
 */
public fun ShortArray.slice(indices: Iterable<Int>): List<Short> {
    val size = indices.collectionSizeOrDefault(10)
    if (size == 0) return emptyList()
    val list = ArrayList<Short>(size)
    for (index in indices) {
        list.add(get(index))
    }
    return list
}

/**
 * Returns a list containing elements at specified [indices].
 */
public fun IntArray.slice(indices: Iterable<Int>): List<Int> {
    val size = indices.collectionSizeOrDefault(10)
    if (size == 0) return emptyList()
    val list = ArrayList<Int>(size)
    for (index in indices) {
        list.add(get(index))
    }
    return list
}

/**
 * Returns a list containing elements at specified [indices].
 */
public fun LongArray.slice(indices: Iterable<Int>): List<Long> {
    val size = indices.collectionSizeOrDefault(10)
    if (size == 0) return emptyList()
    val list = ArrayList<Long>(size)
    for (index in indices) {
        list.add(get(index))
    }
    return list
}

/**
 * Returns a list containing elements at specified [indices].
 */
public fun FloatArray.slice(indices: Iterable<Int>): List<Float> {
    val size = indices.collectionSizeOrDefault(10)
    if (size == 0) return emptyList()
    val list = ArrayList<Float>(size)
    for (index in indices) {
        list.add(get(index))
    }
    return list
}

/**
 * Returns a list containing elements at specified [indices].
 */
public fun DoubleArray.slice(indices: Iterable<Int>): List<Double> {
    val size = indices.collectionSizeOrDefault(10)
    if (size == 0) return emptyList()
    val list = ArrayList<Double>(size)
    for (index in indices) {
        list.add(get(index))
    }
    return list
}

/**
 * Returns a list containing elements at specified [indices].
 */
public fun BooleanArray.slice(indices: Iterable<Int>): List<Boolean> {
    val size = indices.collectionSizeOrDefault(10)
    if (size == 0) return emptyList()
    val list = ArrayList<Boolean>(size)
    for (index in indices) {
        list.add(get(index))
    }
    return list
}

/**
 * Returns a list containing elements at specified [indices].
 */
public fun CharArray.slice(indices: Iterable<Int>): List<Char> {
    val size = indices.collectionSizeOrDefault(10)
    if (size == 0) return emptyList()
    val list = ArrayList<Char>(size)
    for (index in indices) {
        list.add(get(index))
    }
    return list
}
LongArray.sliceArray(indices: IntRange): LongArray
    \{ n if (indices.isEmpty()) return LongArray(0) \n    return copyOfRange(indices.start, indices.endInclusive + 1) \n    \} \n    \* @throws IllegalArgumentException if \[n\] is negative. \n    \* @sample

samples.collections.Collections.Transformations.take\n    \* @public fun \<T\> Array<out \T\>.take(n: Int): List<\T\>
    \{ n require(n >= 0) \{ \'Requested element count \[n\] is less than zero.\' \} \n    if (n == 0) return emptyList<\T\>() \n    if (n > = size) return toList<\T\>() \n    if (n == 1) return listOf(this[0]) \n    var count = 0 \n    val list = ArrayList<\T\>(n) \n    for (item in this) \n        list.add(item) \n        if (++count == n) \n            break \n    \} \n    return list.clone<\T\>() \n    \* @throws IllegalArgumentException if \[n\] is negative. \n    \* @sample

samples.collections.Collections.Transformations.sliceArray\n    \* @public fun ByteArray.take(n: Int): List<Byte>
    \{ n require(n >= 0) \{ \'Requested element count \[n\] is less than zero.\' \} \n    if (n == 0) return emptyList<Byte>() \n    if (n > = size) return toList<Byte>() \n    if (n == 1) return listOf(this[0]) \n    var count = 0 \n    val list = ArrayList<Byte>(n) \n    for (item in this) \n        list.add(item) \n        if (++count == n) \n            break \n    \} \n    return list.clone<Byte>() \n    \* @throws IllegalArgumentException if \[n\] is negative. \n    \* @sample

samples.collections.Collections.Transformations.sliceArray\n    \* @public fun CharArray.sliceArray(indices: IntRange): CharArray
    \{ n require(n.isEmpty()) return CharArray(0) \n    return copyOfRange(indices.start, indices.endInclusive + 1) \n    \} \n    \* @throws IllegalArgumentException if \[n\] is negative. \n    \* @sample

samples.collections.Collections.Transformations.sliceArray\n    \* @public fun DoubleArray.sliceArray(indices: IntRange): DoubleArray
    \{ n if (indices.isEmpty()) return DoubleArray(0) \n    return copyOfRange(indices.start, indices.endInclusive + 1) \n    \} \n    \* @throws IllegalArgumentException if \[n\] is negative. \n    \* @sample

samples.collections.Collections.Transformations.sliceArray\n    \* @public fun FloatArray.sliceArray(indices: IntRange): FloatArray
    \{ n if (indices.isEmpty()) return FloatArray(0) \n    return copyOfRange(indices.start, indices.endInclusive + 1) \n    \} \n    \* @throws IllegalArgumentException if \[n\] is negative. \n    \* @sample

samples.collections.Collections.Transformations.sliceArray\n    \* @public fun IntArray.sliceArray(indices: IntRange): IntArray
    \{ n if (indices.isEmpty()) return IntArray(0) \n    return copyOfRange(indices.start, indices.endInclusive + 1) \n    \} \n    \* @throws IllegalArgumentException if \[n\] is negative. \n    \* @sample

samples.collections.Collections.Transformations.sliceArray\n    \* @public fun ShortArray.sliceArray(indices: IntRange): ShortArray
    \{ n require(n >= 0) \{ \'Requested element count \[n\] is less than zero.\' \} \n    if (n == 0) return emptyList<Short>() \n    if (n > = size) return toList<Short>() \n    if (n == 1) return listOf(this[0]) \n    var count = 0 \n    val list = ArrayList<Short>(n) \n    for (item in this) \n        list.add(item) \n        if (++count == n) \n            break \n    \} \n    return list.clone<Short>() \n    \* @throws IllegalArgumentException if \[n\] is negative. \n    \* @sample

samples.collections.Collections.Transformations.sliceArray\n    \* @public fun IntArray.sliceArray(indices: IntRange): IntArray
    \{ n if (indices.isEmpty()) return IntArray(0) \n    return copyOfRange(indices.start, indices.endInclusive + 1) \n    \} \n    \* @throws IllegalArgumentException if \[n\] is negative. \n    \* @sample
List<Boolean> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    if (n == 0) return emptyList()
    if (n == 1) return return listOf(this[0])
    val list = ArrayList<Boolean>(n)
    for (item in this) {
        list.add(item)
        if (++count == n)
            break
    }
    return list
} ** Returns a list containing [n] elements.

@sample samples.collections.Collections.Transformations.take

*Throws IllegalArgumentException if [n] is negative.

BooleanArray.take(n: Int): List<Boolean>

@sample samples.collections.Collections.Transformations.take

*Throws IllegalArgumentException if [n] is negative.

return list
} ** Returns a list containing last [n] elements.

@throws IllegalArgumentException if [n] is negative.

return list
} ** Returns a list containing last [n] elements.

@throws IllegalArgumentException if [n] is negative.

return list
} ** Returns a list containing last [n] elements.

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@throws IllegalArgumentException if [n] is negative.

return list
} ** Returns a list containing last [n] elements.

@throws IllegalArgumentException if [n] is negative.
emptyList()
    val size = size
    if (n >= size) return toList()
    if (n == 1) return listOf(this[size - 1])
    val list
    = ArrayList<Boolean>(n)
    for (index in size - n until size)
        list.add(this[index])
    return list
}

/**
 * Returns a list containing last 
 * elements satisfying the given [predicate].
 * 
 * @throws IllegalArgumentException if 
 * is negative.
 * 
 * @sample samples.collections.Collections.Transformations.take
 */
public fun CharArray.takeLast(n: Int):
    val size = size
    if (n >= size) return toList()
    if (n == 1) return listOf(this[size - 1])
    val list
    = ArrayList<Char>(n)
    for (index in size - n until size)
        list.add(this[index])
    return list

/**
 * Returns a list containing last elements satisfying the given [predicate].
 * 
 * @sample samples.collections.Collections.Transformations.take
 */
public inline fun <T> Array<T>.takeLastWhile(predicate:
    (T) -> Boolean):
    val list
    = ArrayList<T>(n)
    for (index in lastIndex downTo 0)
        list.add(predicate(this[index])
    return list

/**
 * Returns a list containing last elements satisfying the given [predicate].
 * 
 * @sample samples.collections.Collections.Transformations.take
 */
public inline fun ByteArray.takeLastWhile(predicate:
    (Byte) -> Boolean):
    val list
    = ArrayList<Byte>(n)
    for (index in lastIndex downTo 0)
        list.add(predicate(this[index])
    return list

/**
 * Returns a list containing last elements satisfying the given [predicate].
 * 
 * @sample samples.collections.Collections.Transformations.take
 */
public inline fun ShortArray.takeLastWhile(predicate:
    (Short) -> Boolean):
    val list
    = ArrayList<Short>(n)
    for (index in lastIndex downTo 0)
        list.add(predicate(this[index])
    return list

/**
 * Returns a list containing last elements satisfying the given [predicate].
 * 
 * @sample samples.collections.Collections.Transformations.take
 */
public inline fun IntArray.takeLastWhile(predicate:
    (Int) -> Boolean):
    val list
    = ArrayList<Int>(n)
    for (index in lastIndex downTo 0)
        list.add(predicate(this[index])
    return list

/**
 * Returns a list containing last elements satisfying the given [predicate].
 * 
 * @sample samples.collections.Collections.Transformations.take
 */
public inline fun LongArray.takeLastWhile(predicate:
    (Long) -> Boolean):
    val list
    = ArrayList<Long>(n)
    for (index in lastIndex downTo 0)
        list.add(predicate(this[index])
    return list

/**
 * Returns a list containing last elements satisfying the given [predicate].
 * 
 * @sample samples.collections.Collections.Transformations.take
 */
public inline fun FloatArray.takeLastWhile(predicate:
    (Float) -> Boolean):
    val list
    = ArrayList<Float>(n)
    for (index in lastIndex downTo 0)
        list.add(predicate(this[index])
    return list

/**
 * Returns a list containing last elements satisfying the given [predicate].
 * 
 * @sample samples.collections.Collections.Transformations.take
 */
public inline fun DoubleArray.takeLastWhile(predicate:
    (Double) -> Boolean):
    val list
    = ArrayList<Double>(n)
    for (index in lastIndex downTo 0)
        list.add(predicate(this[index])
    return list

/**
 * Returns a list containing last elements satisfying the given [predicate].
 * 
 * @sample samples.collections.Collections.Transformations.take
 */
public inline fun BooleanArray.takeLastWhile(predicate:
    (Boolean) -> Boolean):
    val list
    = ArrayList<Boolean>(n)
    for (index in lastIndex downTo 0)
        list.add(predicate(this[index])
    return list

emptyList()
    val size = size
    if (n >= size) return toList()
    if (n == 1) return listOf(this[size - 1])
    val list
    = ArrayList<Char>(n)
    for (index in size - n until size)
        list.add(this[index])
    return list

emptyList()
    val size = size
    if (n >= size) return toList()
    if (n == 1) return listOf(this[size - 1])
    val list
    = ArrayList<Char>(n)
    for (index in size - n until size)
        list.add(this[index])
    return list

emptyList()
    val size = size
    if (n >= size) return toList()
    if (n == 1) return listOf(this[size - 1])
    val list
    = ArrayList<Char>(n)
    for (index in size - n until size)
        list.add(this[index])
    return list

emptyList()
    val size = size
    if (n >= size) return toList()
    if (n == 1) return listOf(this[size - 1])
    val list
    = ArrayList<Char>(n)
    for (index in size - n until size)
        list.add(this[index])
    return list

emptyList()
    val size = size
    if (n >= size) return toList()
    if (n == 1) return listOf(this[size - 1])
    val list
    = ArrayList<Char>(n)
    for (index in size - n until size)
        list.add(this[index])
    return list

emptyList()
    val size = size
    if (n >= size) return toList()
    if (n == 1) return listOf(this[size - 1])
    val list
    = ArrayList<Char>(n)
    for (index in size - n until size)
        list.add(this[index])
    return list

emptyList()
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```kotlin
/**
 * Reverses elements in the array in-place.
 */
public fun BooleanArray.reverse(): Unit {
    val midPoint = (size / 2) - 1
    if (midPoint < 0) return
    var reverseIndex = lastIndex
    for (index in 0..midPoint) {
        val tmp = this[index]
        this[index] = this[reverseIndex]
        this[reverseIndex] = tmp
    }
}

/**
 * Reverses elements in the array in-place.
 */
public fun CharArray.reverse(): List<Char> {
    val list = ArrayList<Char>()
    for (item in this) {
        if (!predicate(item))
            break
        list.add(item)
    }
    return list
}

/**
 * Returns a list containing first elements satisfying the given [predicate].
 * @sample samples.collections.Collections.Transformations.take
 */
public inline fun CharArray.takeWhile(predicate: (Char) -> Boolean): List<Char> {
    val list = ArrayList<Char>()
    for (item in this) {
        if (!predicate(item))
            break
        list.add(item)
    }
    return list
}

/**
 * Returns a list containing first elements satisfying the given [predicate].
 * @sample samples.collections.Collections.Transformations.take
 */
public inline fun DoubleArray.takeWhile(predicate: (Double) -> Boolean): List<Double> {
    val list = ArrayList<Double>()
    for (item in this) {
        if (!predicate(item))
            break
        list.add(item)
    }
    return list
}

/**
 * Returns a list containing first elements satisfying the given [predicate].
 * @sample samples.collections.Collections.Transformations.take
 */
public inline fun FloatArray.takeWhile(predicate: (Float) -> Boolean): List<Float> {
    val list = ArrayList<Float>()
    for (item in this) {
        if (!predicate(item))
            break
        list.add(item)
    }
    return list
}

/**
 * Returns a list containing first elements satisfying the given [predicate].
 * @sample samples.collections.Collections.Transformations.take
 */
public inline fun IntArray.takeWhile(predicate: (Int) -> Boolean): List<Int> {
    val list = ArrayList<Int>()
    for (item in this) {
        if (!predicate(item))
            break
        list.add(item)
    }
    return list
}

/**
 * Returns a list containing first elements satisfying the given [predicate].
 * @sample samples.collections.Collections.Transformations.take
 */
public inline fun LongArray.takeWhile(predicate: (Long) -> Boolean): List<Long> {
    val list = ArrayList<Long>()
    for (item in this) {
        if (!predicate(item))
            break
        list.add(item)
    }
    return list
}

/**
 * Returns a list containing first elements satisfying the given [predicate].
 * @sample samples.collections.Collections.Transformations.take
 */
public inline fun ShortArray.takeWhile(predicate: (Short) -> Boolean): List<Short> {
    val list = ArrayList<Short>()
    for (item in this) {
        if (!predicate(item))
            break
        list.add(item)
    }
    return list
}

/**
 * Returns a list containing first elements satisfying the given [predicate].
 * @sample samples.collections.Collections.Transformations.take
 */
public inline fun ByteArray.takeWhile(predicate: (Byte) -> Boolean): List<Byte> {
    val list = ArrayList<Byte>()
    for (item in this) {
        if (!predicate(item))
            break
        list.add(item)
    }
    return list
}
```
fun Array<out T>.sortBy(crossinline selector: (T) -> R?): Unit

fun IntArray.reversedArray(): IntArray {
    if (isEmpty()) return this
    val result = IntArray(size)
    val lastIndex = lastIndex
    for (i in 0..lastIndex)
        result[lastIndex - i] = this[i]
    return result
}

fun BooleanArray.reversedArray(): BooleanArray {
    if (isEmpty()) return this
    val result = BooleanArray(size)
    val lastIndex = lastIndex
    for (i in 0..lastIndex)
        result[lastIndex - i] = this[i]
    return result
}

fun DoubleArray.reversedArray(): DoubleArray {
    if (isEmpty()) return this
    val result = DoubleArray(size)
    val lastIndex = lastIndex
    for (i in 0..lastIndex)
        result[lastIndex - i] = this[i]
    return result
}

fun FloatArray.reversedArray(): FloatArray {
    if (isEmpty()) return this
    val result = FloatArray(size)
    val lastIndex = lastIndex
    for (i in 0..lastIndex)
        result[lastIndex - i] = this[i]
    return result
}

fun LongArray.reversedArray(): LongArray {
    if (isEmpty()) return this
    val result = LongArray(size)
    val lastIndex = lastIndex
    for (i in 0..lastIndex)
        result[lastIndex - i] = this[i]
    return result
}

fun ShortArray.reversedArray(): ShortArray {
    if (isEmpty()) return this
    val result = ShortArray(size)
    val lastIndex = lastIndex
    for (i in 0..lastIndex)
        result[lastIndex - i] = this[i]
    return result
}

fun ByteArray.reversedArray(): ByteArray {
    if (isEmpty()) return this
    val result = ByteArray(size)
    val lastIndex = lastIndex
    for (i in 0..lastIndex)
        result[lastIndex - i] = this[i]
    return result
}

fun <T> Array<out T>.reversed(): Array<T> {
    if (isEmpty()) return this
    val list = toMutableList()
    var reverseIndex = lastIndex
    for (index in 0..midPoint) {
        val tmp = list[reverseIndex]
        list[reverseIndex] = list[reverseIndex - 1]
        list[reverseIndex - 1] = tmp
        reverseIndex--
    }
    return list
}

fun <T> Collection<T>.reverse(): Collection<T> {
    if (isEmpty()) return emptyList()
    val list = toMutableList()
    var reverseIndex = lastIndex
    for (index in 0..midPoint) {
        val tmp = list[reverseIndex]
        list[reverseIndex] = list[reverseIndex - 1]
        list[reverseIndex - 1] = tmp
        reverseIndex--
    }
    return list
}

fun <T> SortedSet<T>.reverse(): SortedSet<T> {
    if (isEmpty()) return emptySet()
    val list = toMutableList()
    var reverseIndex = lastIndex
    for (index in 0..midPoint) {
        val tmp = list[reverseIndex]
        list[reverseIndex] = list[reverseIndex - 1]
        list[reverseIndex - 1] = tmp
        reverseIndex--
    }
    return list
}

fun <T> SortedMap<T, V>.reverse(): SortedMap<T, V> {
    if (isEmpty()) return emptyMap()
    val list = toMutableList()
    var reverseIndex = lastIndex
    for (index in 0..midPoint) {
        val tmp = list[reverseIndex]
        list[reverseIndex] = list[reverseIndex - 1]
        list[reverseIndex - 1] = tmp
        reverseIndex--
    }
    return list
}

fun <T> SortedList<T, V>.reverse(): SortedList<T, V> {
    if (isEmpty()) return emptyList()
    val list = toMutableList()
    var reverseIndex = lastIndex
    for (index in 0..midPoint) {
        val tmp = list[reverseIndex]
        list[reverseIndex] = list[reverseIndex - 1]
        list[reverseIndex - 1] = tmp
        reverseIndex--
    }
    return list
}

fun <T> SortedArray<T, V>.reverse(): SortedArray<T, V> {
    if (isEmpty()) return emptyArray()
    val list = toMutableList()
    var reverseIndex = lastIndex
    for (index in 0..midPoint) {
        val tmp = list[reverseIndex]
        list[reverseIndex] = list[reverseIndex - 1]
        list[reverseIndex - 1] = tmp
        reverseIndex--
    }
    return list
}

fun <T> SortedSet<T>.reverse(): SortedSet<T> {
    if (isEmpty()) return emptySet()
    val list = toMutableList()
    var reverseIndex = lastIndex
    for (index in 0..midPoint) {
        val tmp = list[reverseIndex]
        list[reverseIndex] = list[reverseIndex - 1]
        list[reverseIndex - 1] = tmp
        reverseIndex--
    }
    return list
}

fun <T> SortedMap<T, V>.reverse(): SortedMap<T, V> {
    if (isEmpty()) return emptyMap()
    val list = toMutableList()
    var reverseIndex = lastIndex
    for (index in 0..midPoint) {
        val tmp = list[reverseIndex]
        list[reverseIndex] = list[reverseIndex - 1]
        list[reverseIndex - 1] = tmp
        reverseIndex--
    }
    return list
}

fun <T> SortedList<T, V>.reverse(): SortedList<T, V> {
    if (isEmpty()) return emptyList()
    val list = toMutableList()
    var reverseIndex = lastIndex
    for (index in 0..midPoint) {
        val tmp = list[reverseIndex]
        list[reverseIndex] = list[reverseIndex - 1]
        list[reverseIndex - 1] = tmp
        reverseIndex--
    }
    return list
}

fun <T> SortedArray<T, V>.reverse(): SortedArray<T, V> {
    if (isEmpty()) return emptyArray()
    val list = toMutableList()
    var reverseIndex = lastIndex
    for (index in 0..midPoint) {
        val tmp = list[reverseIndex]
        list[reverseIndex] = list[reverseIndex - 1]
        list[reverseIndex - 1] = tmp
        reverseIndex--
    }
    return list
}

fun <T> SortedSet<T>.reverse(): SortedSet<T> {
    if (isEmpty()) return emptySet()
    val list = toMutableList()
    var reverseIndex = lastIndex
    for (index in 0..midPoint) {
        val tmp = list[reverseIndex]
        list[reverseIndex] = list[reverseIndex - 1]
        list[reverseIndex - 1] = tmp
        reverseIndex--
    }
    return list
}

fun <T> SortedMap<T, V>.reverse(): SortedMap<T, V> {
    if (isEmpty()) return emptyMap()
    val list = toMutableList()
    var reverseIndex = lastIndex
    for (index in 0..midPoint) {
        val tmp = list[reverseIndex]
        list[reverseIndex] = list[reverseIndex - 1]
        list[reverseIndex - 1] = tmp
        reverseIndex--
    }
    return list
}

fun <T> SortedList<T, V>.reverse(): SortedList<T, V> {
    if (isEmpty()) return emptyList()
    val list = toMutableList()
    var reverseIndex = lastIndex
    for (index in 0..midPoint) {
        val tmp = list[reverseIndex]
        list[reverseIndex] = list[reverseIndex - 1]
        list[reverseIndex - 1] = tmp
        reverseIndex--
    }
    return list
}

fun <T> SortedArray<T, V>.reverse(): SortedArray<T, V> {
    if (isEmpty()) return emptyArray()
    val list = toMutableList()
    var reverseIndex = lastIndex
    for (index in 0..midPoint) {
        val tmp = list[reverseIndex]
        list[reverseIndex] = list[reverseIndex - 1]
        list[reverseIndex - 1] = tmp
        reverseIndex--
    }
    return list
}
if (size > 1) sortWith(compareBy(selector))

* Sorts elements in the array in-place descending according to natural sort order of the value returned by specified [selector] function.

* The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.

Sorts elements in the array in-place descending according to their natural sort order.

Sorts elements in the array in-place descending according to their natural sort order.

Sorts elements in the array in-place descending according to their natural sort order.

Sorts elements in the array in-place descending according to their natural sort order.

Sorts elements in the array in-place descending according to their natural sort order.

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Sorts elements in the array in-place descending according to their natural sort order.

Sorts elements in the array in-place descending according to their natural sort order.

Sorts elements in the array in-place descending according to their natural sort order.

Sorts elements in the array in-place descending according to their natural sort order.
this array sorted according to their natural sort order.

```kotlin
public fun DoubleArray.sortedArray(): DoubleArray {
    if (isEmpty()) return this
    return this.copyOf().apply { sort() }
}

public fun CharArray.sortedArray(): CharArray {
    if (isEmpty()) return this
    return this.copyOf().apply { sort() }
}

public fun <T : Comparable<T>>
Array<T>.sortedArrayDescending(): Array<T> {
    if (isEmpty()) return this
    return this.copyOf().apply { sortDescending() }
}

public fun ByteArray.sortedArrayDescending(): ByteArray {
    if (isEmpty()) return this
    return this.copyOf().apply { sortDescending() }
}

public fun ShortArray.sortedArrayDescending(): ShortArray {
    if (isEmpty()) return this
    return this.copyOf().apply { sortDescending() }
}

public fun IntArray.sortedArrayDescending(): IntArray {
    if (isEmpty()) return this
    return this.copyOf().apply { sortDescending() }
}

public fun LongArray.sortedArrayDescending(): LongArray {
    if (isEmpty()) return this
    return this.copyOf().apply { sortDescending() }
}

public fun FloatArray.sortedArrayDescending(): FloatArray {
    if (isEmpty()) return this
    return this.copyOf().apply { sortDescending() }
}

public fun DoubleArray.sortedArrayDescending(): DoubleArray {
    if (isEmpty()) return this
    return this.copyOf().apply { sortDescending() }
}

public fun CharArray.sortedArrayDescending(): CharArray {
    if (isEmpty()) return this
    return this.copyOf().apply { sortDescending() }
}
```

The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.

An array sorted according to their natural sort order.

```kotlin
public fun ByteArray.sortedArray(): ByteArray {
    if (isEmpty()) return this
    return this.copyOf().apply { sort() }
}
```

An array sorted according to their natural sort order.

```kotlin
public fun IntArray.sortedArray(): IntArray {
    if (isEmpty()) return this
    return this.copyOf().apply { sort() }
}
```

An array sorted according to their natural sort order.

```kotlin
public fun LongArray.sortedArray(): LongArray {
    if (isEmpty()) return this
    return this.copyOf().apply { sort() }
}
```

An array sorted according to their natural sort order.

```kotlin
public fun FloatArray.sortedArray(): FloatArray {
    if (isEmpty()) return this
    return this.copyOf().apply { sort() }
}
```

An array sorted according to their natural sort order.

```kotlin
public fun DoubleArray.sortedArray(): DoubleArray {
    if (isEmpty()) return this
    return this.copyOf().apply { sort() }
}
```

An array sorted according to their natural sort order.

```kotlin
public fun CharArray.sortedArray(): CharArray {
    if (isEmpty()) return this
    return this.copyOf().apply { sort() }
}
```

An array sorted according to their natural sort order.

```kotlin
public fun <T : Comparable<T>>
Array<T>.sortedArrayWith(comparator: Comparator<T>): Array<T> {
    if (isEmpty()) return this
    return this.copyOf().apply { sortWith(comparator) }
}
```

An array sorted according to their natural sort order.

```kotlin
public inline fun <T, R : Comparable<R>>
Array<out T>.sortedBy(selector: (T) -> R?): List<T> {
    return sortedWith(compareBy(selector))
}
```

An array sorted according to their natural sort order.

```kotlin
public inline fun <R : Comparable<R>>
ByteArray.sortedBy(selector: (Byte) -> R?): List<Byte> {
    return sortedWith(compareBy(selector))
}
```

An array sorted according to their natural sort order.

```kotlin
public inline fun <R : Comparable<R>>
ShortArray.sortedBy(selector: (Short) -> R?): List<Short> {
    return sortedWith(compareBy(selector))
}
```

An array sorted according to their natural sort order.

```kotlin
public inline fun <R : Comparable<R>>
IntArray.sortedBy(selector: (Int) -> R?): List<Int> {
    return sortedWith(compareBy(selector))
}
```

An array sorted according to their natural sort order.

```kotlin
public inline fun <R : Comparable<R>>
LongArray.sortedBy(selector: (Long) -> R?): List<Long> {
    return sortedWith(compareBy(selector))
}
```

An array sorted according to their natural sort order.

```kotlin
public inline fun <R : Comparable<R>>
FloatArray.sortedBy(selector: (Float) -> R?): List<Float> {
    return sortedWith(compareBy(selector))
}
```

An array sorted according to their natural sort order.

```kotlin
public inline fun <R : Comparable<R>>
DoubleArray.sortedBy(selector: (Double) -> R?): List<Double> {
    return sortedWith(compareBy(selector))
}
```

An array sorted according to their natural sort order.

```kotlin
public inline fun <R : Comparable<R>>
CharArray.sortedBy(selector: (Char) -> R?): List<Char> {
    return sortedWith(compareBy(selector))
}
```

An array sorted according to their natural sort order.

```kotlin
public inline fun <R : Comparable<R>>
ByteArray.sortedBy(selector: (Byte) -> R?): List<Byte> {
    return sortedWith(compareBy(selector))
}
```

An array sorted according to their natural sort order.

```kotlin
public inline fun <R : Comparable<R>>
ShortArray.sortedBy(selector: (Short) -> R?): List<Short> {
    return sortedWith(compareBy(selector))
}
```

An array sorted according to their natural sort order.

```kotlin
public inline fun <R : Comparable<R>>
IntArray.sortedBy(selector: (Int) -> R?): List<Int> {
    return sortedWith(compareBy(selector))
}
```

An array sorted according to their natural sort order.

```kotlin
public inline fun <R : Comparable<R>>
LongArray.sortedBy(selector: (Long) -> R?): List<Long> {
    return sortedWith(compareBy(selector))
}
```

An array sorted according to their natural sort order.

```kotlin
public inline fun <R : Comparable<R>>
FloatArray.sortedBy(selector: (Float) -> R?): List<Float> {
    return sortedWith(compareBy(selector))
}
```

An array sorted according to their natural sort order.

```kotlin
public inline fun <R : Comparable<R>>
DoubleArray.sortedBy(selector: (Double) -> R?): List<Double> {
    return sortedWith(compareBy(selector))
}
```

An array sorted according to their natural sort order.

```kotlin
public inline fun <R : Comparable<R>>
CharArray.sortedBy(selector: (Char) -> R?): List<Char> {
    return sortedWith(compareBy(selector))
}
```

An array sorted according to their natural sort order.

```kotlin
public inline fun <R : Comparable<R>>
ByteArray.sortedBy(selector: (Byte) -> R?): List<Byte> {
    return sortedWith(compareBy(selector))
}
```

An array sorted according to their natural sort order.

```kotlin
public inline fun <R : Comparable<R>>
ShortArray.sortedBy(selector: (Short) -> R?): List<Short> {
    return sortedWith(compareBy(selector))
}
```

An array sorted according to their natural sort order.

```kotlin
public inline fun <R : Comparable<R>>
IntArray.sortedBy(selector: (Int) -> R?): List<Int> {
    return sortedWith(compareBy(selector))
}
```

An array sorted according to their natural sort order.

```kotlin
public inline fun <R : Comparable<R>>
LongArray.sortedBy(selector: (Long) -> R?): List<Long> {
    return sortedWith(compareBy(selector))
}
```

An array sorted according to their natural sort order.

```kotlin
public inline fun <R : Comparable<R>>
FloatArray.sortedBy(selector: (Float) -> R?): List<Float> {
    return sortedWith(compareBy(selector))
}
```

An array sorted according to their natural sort order.

```kotlin
public inline fun <R : Comparable<R>>
DoubleArray.sortedBy(selector: (Double) -> R?): List<Double> {
    return sortedWith(compareBy(selector))
}
```

An array sorted according to their natural sort order.

```kotlin
public inline fun <R : Comparable<R>>
CharArray.sortedBy(selector: (Char) -> R?): List<Char> {
    return sortedWith(compareBy(selector))
}
```

An array sorted according to their natural sort order.
DoubleArray.sortedBy(crossinline selector: (Double) -> R?): List<Double> {
    return sortedWith(compareBy(selector))
} // Returns a list of all elements sorted according to natural sort order of the value returned by specified [selector] function.

BooleanArray.sortedBy(crossinline selector: (Boolean) -> R?): List<Boolean> {
    return sortedWith(compareBy(selector))
} // Returns a list of all elements sorted according to natural sort order of the value returned by specified [selector] function.

CharArray.sortedBy(crossinline selector: (Char) -> R?): List<Char> {
    return sortedWith(compareBy(selector))
} // Returns a list of all elements sorted according to natural sort order of the value returned by specified [selector] function.

Array<out T>.sortedByDescending(crossinline selector: (T) -> R?): List<T> {
    return sortedWith(compareByDescending(selector))
} // Returns a list of all elements sorted descending according to natural sort order of the value returned by specified [selector] function.

ByteArray.sortedByDescending(crossinline selector: (Byte) -> R?): List<Byte> {
    return sortedWith(compareByDescending(selector))
} // Returns a list of all elements sorted descending according to natural sort order of the value returned by specified [selector] function.

ShortArray.sortedByDescending(crossinline selector: (Short) -> R?): List<Short> {
    return sortedWith(compareByDescending(selector))
} // Returns a list of all elements sorted descending according to natural sort order of the value returned by specified [selector] function.

IntArray.sortedByDescending(crossinline selector: (Int) -> R?): List<Int> {
    return sortedWith(compareByDescending(selector))
} // Returns a list of all elements sorted descending according to natural sort order of the value returned by specified [selector] function.

LongArray.sortedByDescending(crossinline selector: (Long) -> R?): List<Long> {
    return sortedWith(compareByDescending(selector))
} // Returns a list of all elements sorted descending according to natural sort order of the value returned by specified [selector] function.

FloatArray.sortedByDescending(crossinline selector: (Float) -> R?): List<Float> {
    return sortedWith(compareByDescending(selector))
} // Returns a list of all elements sorted descending according to natural sort order of the value returned by specified [selector] function.

DoubleArray.sortedByDescending(crossinline selector: (Double) -> R?): List<Double> {
    return sortedWith(compareByDescending(selector))
} // Returns a list of all elements sorted descending according to natural sort order of the value returned by specified [selector] function.

BooleanArray.sortedByDescending(crossinline selector: (Boolean) -> R?): List<Boolean> {
    return sortedWith(compareByDescending(selector))
} // Returns a list of all elements sorted descending according to natural sort order of the value returned by specified [selector] function.

CharArray.sortedByDescending(crossinline selector: (Char) -> R?): List<Char> {
    return sortedWith(compareByDescending(selector))
} // Returns a list of all elements sorted descending according to natural sort order of the value returned by specified [selector] function.

Array<out T>.sortedDescending(): List<T> {
    return sortedWith(reverseOrder())
} // Returns a list of all elements sorted descending according to their natural sort order.

ByteArray.sortedDescending(): List<Byte> {
    return copyOf().apply { sort() }.reversed() // Returns a list of all elements sorted descending according to their natural sort order.
}

ShortArray.sortedDescending(): List<Short> {
    return copyOf().apply { sort() }.reversed() // Returns a list of all elements sorted descending according to their natural sort order.
}

IntArray.sortedDescending(): List<Int> {
    return copyOf().apply { sort() }.reversed() // Returns a list of all elements sorted descending according to their natural sort order.
}

LongArray.sortedDescending(): List<Long> {
    return copyOf().apply { sort() }.reversed() // Returns a list of all elements sorted descending according to their natural sort order.
}

FloatArray.sortedDescending(): List<Float> {
    return copyOf().apply { sort() }.reversed() // Returns a list of all elements sorted descending according to their natural sort order.
}
a list of all elements sorted descending according to their natural sort order.

Returns a list of all elements sorted descending according to their natural sort order.

Returns a list of all elements sorted according to the specified comparator.

The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.

public fun DoubleArray.sortedDescending(): List<Double> {
    return copyOf().apply { sort() }.reversed()
}

public fun CharArray.sortedDescending(): List<Char> {
    return copyOf().apply { sort() }.reversed()
}

public fun <T> Array<out T>.sortedWith(comparator: Comparator<in T>): List<T> {
    return sortedArrayWith(comparator).asList()
}

public fun ByteArray.sortedWith(comparator: Comparator<in Byte>): List<Byte> {
    return toTypedArray().apply { sortWith(comparator) }.asList()
}

public fun ShortArray.sortedWith(comparator: Comparator<in Short>): List<Short> {
    return toTypedArray().apply { sortWith(comparator) }.asList()
}

public fun IntArray.sortedWith(comparator: Comparator<in Int>): List<Int> {
    return toTypedArray().apply { sortWith(comparator) }.asList()
}

public fun LongArray.sortedWith(comparator: Comparator<in Long>): List<Long> {
    return toTypedArray().apply { sortWith(comparator) }.asList()
}

public fun FloatArray.sortedWith(comparator: Comparator<in Float>): List<Float> {
    return toTypedArray().apply { sortWith(comparator) }.asList()
}

public fun DoubleArray.sortedWith(comparator: Comparator<in Double>): List<Double> {
    return toTypedArray().apply { sortWith(comparator) }.asList()
}

public fun BooleanArray.sortedWith(comparator: Comparator<in Boolean>): List<Boolean> {
    return toTypedArray().apply { sortWith(comparator) }.asList()
}

public fun CharArray.sortedWith(comparator: Comparator<in Char>): List<Char> {
    return toTypedArray().apply { sortWith(comparator) }.asList()
}

public expect fun <T> Array<out T>.asList(): List<T>

public expect fun ByteArray.asList(): List<Byte>

public expect fun ShortArray.asList(): List<Short>

public expect fun IntArray.asList(): List<Int>

public expect fun LongArray.asList(): List<Long>

public expect fun FloatArray.asList(): List<Float>

public expect fun DoubleArray.asList(): List<Double>

public expect fun BooleanArray.asList(): List<Boolean>

public expect fun CharArray.asList(): List<Char>

@SinceKotlin("1.1")
public expect infix fun <T> Array<out T>.contentDeepEquals(other: Array<out T>): Boolean

@SinceKotlin("1.1")
public expect fun <T> Array<out T>.contentDeepHashCode(): Int

@SinceKotlin("1.1")
public expect fun <T> Array<out T>.contentDeepToString(): String

public fun BooleanArray.contentDeepEquals(other: BooleanArray): Boolean
    contentDeepHashCode(): Int
    contentDeepToString(): String

same elements in the same order. The elements are compared for equality with the [equals][Any.equals] function.* For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`. * The elements are compared for equality with the [equals][Any.equals] function.* For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`. * The elements are compared for equality with the [equals][Any.equals] function.* For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`. * The elements are compared for equality with the [equals][Any.equals] function.* For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`. * The elements are compared for equality with the [equals][Any.equals] function.* For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`. * The elements are compared for equality with the [equals][Any.equals] function.* For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`. * The elements are compared for equality with the [equals][Any.equals] function.* For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.
hash code based on the contents of this array as if it is [List].

```kotlin
@SinceKotlin("1.1")
public expect fun CharArray.contentHashCode(): Int
```

```kotlin
@SinceKotlin("1.1")
public expect fun <T> Array<T>.contentToString(): String
```

```kotlin
@SinceKotlin("1.1")
public expect fun ByteArray.contentToString(): String
```

```kotlin
@SinceKotlin("1.1")
public expect fun ShortArray.contentToString(): String
```

```kotlin
@SinceKotlin("1.1")
public expect fun IntArray.contentToString(): String
```

```kotlin
@SinceKotlin("1.1")
public expect fun LongArray.contentToString(): String
```

```kotlin
@SinceKotlin("1.1")
public expect fun FloatArray.contentToString(): String
```

```kotlin
@SinceKotlin("1.1")
public expect fun DoubleArray.contentToString(): String
```

```kotlin
@SinceKotlin("1.1")
public expect fun BooleanArray.contentToString(): String
```

```kotlin
@SinceKotlin("1.3")
public expect fun <T> Array<out T>.copyInto(destination: Array<T>, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): Array<T>
```

```kotlin
@SinceKotlin("1.3")
public expect fun ByteArray.copyInto(destination: ByteArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): ByteArray
```

```kotlin
@SinceKotlin("1.3")
public expect fun <T> Array<T>.copyInto(destination: Array<T>, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): Array<T>
```

```kotlin
@SinceKotlin("1.3")
public expect fun IndexOutOfBoundsException or [IllegalArgumentExce... when [start... or [start... Int = 0, endIndex: Int = size): Array<T>.copyInto(destination: Array<T>, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): Array<T>
```

```kotlin
@SinceKotlin("1.3")
public expect fun IndexOutOfBoundsException or [IllegalArgumentExce... when [start... Int = 0, startIndex: Int = 0, endIndex: Int = size): Array<T>.copyInto(destination: Array<T>, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): Array<T>
```

```kotlin
@SinceKotlin("1.3")
public expect fun IndexOutOfBoundsException or [IllegalArgumentExce... when [start... Int = 0, startIndex: Int = 0, endIndex: Int = size): Array<T>.copyInto(destination: Array<T>, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): Array<T>
```

```kotlin
@SinceKotlin("1.3")
public expect fun IndexOutOfBoundsException or [IllegalArgumentExce... when [start... Int = 0, startIndex: Int = 0, endIndex: Int = size): Array<T>.copyInto(destination: Array<T>, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): Array<T>
```
@param startIndex the beginning (inclusive) of the subrange to copy, 0 by default.
@param endIndex the end (exclusive) of the subrange to copy, size of this array by default.
* @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`.
* @throws IndexOutOfBoundsException when the subrange doesn't fit into the [destination] array starting at the specified [destinationOffset].
* or when that index is out of the [destination] array indices range.
* @return the [destination] array.

public expect fun ShortArray.copyInto(destination: ShortArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): ShortArray
* Copies this array or its subrange into the [destination] array and returns that array.
* It's allowed to pass the same array in the [destination] and even specify the subrange so that it overlaps with the destination range.
* @param destination the array to copy to, 0 by default.
* @param startIndex the beginning (inclusive) of the subrange to copy, 0 by default.
* @param endIndex the end (exclusive) of the subrange to copy, size of this array by default.
* @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`.
* @throws IndexOutOfBoundsException when the subrange doesn't fit into the [destination] array starting at the specified [destinationOffset].
* or when that index is out of the [destination] array indices range.
* @return the [destination] array.

public expect fun IntArray.copyInto(destination: IntArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): IntArray
* Copies this array or its subrange into the [destination] array and returns that array.
* It's allowed to pass the same array in the [destination] and even specify the subrange so that it overlaps with the destination range.
* @param destinationOffset the position in the [destination] array to copy to, 0 by default.
* @param startIndex the beginning (inclusive) of the subrange to copy, 0 by default.
* @param endIndex the end (exclusive) of the subrange to copy, size of this array by default.
* @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`.
* @throws IndexOutOfBoundsException when the subrange doesn't fit into the [destination] array starting at the specified [destinationOffset].
* or when that index is out of the [destination] array indices range.
* @return the [destination] array.

public expect fun LongArray.copyInto(destination: LongArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): LongArray
* Copies this array or its subrange into the [destination] array and returns that array.
* It's allowed to pass the same array in the [destination] and even specify the subrange so that it overlaps with the destination range.
* @param destinationOffset the position in the [destination] array to copy to, 0 by default.
* @param startIndex the beginning (inclusive) of the subrange to copy, 0 by default.
* @param endIndex the end (exclusive) of the subrange to copy, size of this array by default.
* @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`.
* @throws IndexOutOfBoundsException when the subrange doesn't fit into the [destination] array starting at the specified [destinationOffset].
* or when that index is out of the [destination] array indices range.
* @return the [destination] array.

public expect fun FloatArray.copyInto(destination: FloatArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): FloatArray
* Copies this array or its subrange into the [destination] array and returns that array.
* It's allowed to pass the same array in the [destination] and even specify the subrange so that it overlaps with the destination range.
* @param destinationOffset the position in the [destination] array to copy to, 0 by default.
* @param startIndex the beginning (inclusive) of the subrange to copy, 0 by default.
* @param endIndex the end (exclusive) of the subrange to copy, size of this array by default.
* @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`.
* @throws IndexOutOfBoundsException when the subrange doesn't fit into the [destination] array starting at the specified [destinationOffset].
* or when that index is out of the [destination] array indices range.
* @return the [destination] array.
DoubleArray.copyInto(destination: DoubleArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): DoubleArray

* Copies this array or its subrange into the [destination] array and returns that array.

* It's allowed to pass the same array in the [destination] and even specify the subrange so that it overlaps with the destination range.

* @param destination the array to copy to.

* @param destinationOffset the position in the [destination] array to copy to, 0 by default.

* @param startIndex the beginning (inclusive) of the subrange to copy, 0 by default.

* @param endIndex the end (exclusive) of the subrange to copy, size of this array by default.

* @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`.

* @return the [destination] array.

```kotlin
@SinceKotlin("1.3")
public expect fun BooleanArray.copyInto(destination: BooleanArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): BooleanArray

/**
 * Copies this array or its subrange into the [destination] array and returns that array.
 * It's allowed to pass the same array in the [destination] and even specify the subrange so that it overlaps with the destination range.
 * @param destination the array to copy to.
 * @param destinationOffset the position in the [destination] array to copy to, 0 by default.
 * @param startIndex the beginning (inclusive) of the subrange to copy, 0 by default.
 * @param endIndex the end (exclusive) of the subrange to copy, size of this array by default.
 * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`.
 * @return the [destination] array.
 */
@SinceKotlin("1.3")
public expect fun CharArray.copyInto(destination: CharArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): CharArray

/**
 * Returns new array which is a copy of the original array.
 * @sample
 */
@Suppress("NO_ACTUAL_FOR_EXPECT")
public expect fun <T> Array<T>.copyOf(): T

/**
 * Returns new array which is a copy of the original array.
 * @sample
 */
public expect fun ByteArray.copyOf(): ByteArray

/**
 * Returns new array which is a copy of the original array.
 * @sample
 */
public expect fun ShortArray.copyOf(): ShortArray

/**
 * Returns new array which is a copy of the original array.
 * @sample
 */
public expect fun IntArray.copyOf(): IntArray

/**
 * Returns new array which is a copy of the original array.
 * @sample
 */
public expect fun LongArray.copyOf(): LongArray

/**
 * Returns new array which is a copy of the original array.
 * @sample
 */
public expect fun FloatArray.copyOf(): FloatArray

/**
 * Returns new array which is a copy of the original array.
 * @sample
 */
public expect fun DoubleArray.copyOf(): DoubleArray

/**
 * Returns new array which is a copy of the original array.
 * @sample
 */
public expect fun BooleanArray.copyOf(): BooleanArray

/**
 * Returns new array which is a copy of the original array.
 * @sample
 */
public expect fun CharArray.copyOf(): CharArray

/**
 * Returns new array which is a copy of the original array, resized to the given [newSize].
 * The copy is either truncated or padded at the end with zero values if necessary.
 * @param newSize: Int
 */
public expect fun ByteArray.copyOf(newSize: Int): ByteArray
```
If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize].

If [newSize] is greater than the size of the original array, the extra elements in the copy array are filled with zero values. The copy is either truncated or padded at the end with zero values if necessary.

If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize].

If [newSize] is greater than the size of the original array, the copy array is truncated to the [newSize].
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ByteArray

/**
 * Returns a new array which is a copy of the specified range of the original array.
 * @param fromIndex the start of the range (inclusive), must be in `0..<array.size`
 * @param toIndex the end of the range (exclusive), must be in `fromIndex..<array.size`
 */
public expect fun ByteArray.copyOfRange(fromIndex: Int, toIndex: Int): ByteArray

public expect fun ByteArray.copyOfRange(fromIndex: Int, toIndex: Int): ByteArray

@SinceKotlin("1.3")
public expect fun ByteArray.fill(element: Byte, fromIndex: Int = 0, toIndex: Int = size): Unit

@SinceKotlin("1.3")
public expect fun ByteArray.fill(element: Byte, fromIndex: Int = 0, toIndex: Int = size): Unit

IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
@throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
@throws IllegalArgumentException if [fromIndex] is greater than [toIndex].

IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
@throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
@throws IllegalArgumentException if [fromIndex] is greater than [toIndex].

IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
@throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
@throws IllegalArgumentException if [fromIndex] is greater than [toIndex].

IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
@throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
@throws IllegalArgumentException if [fromIndex] is greater than [toIndex].

IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
@throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
@throws IllegalArgumentException if [fromIndex] is greater than [toIndex].

IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
@throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
@throws IllegalArgumentException if [fromIndex] is greater than [toIndex].

IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
its subrange with the specified [element] value.

@throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.

@throws IllegalArgumentException if [fromIndex] is greater than [toIndex].

/**
 * Fills this array or its subrange with the specified [element] value.
 * 
 * @param fromIndex the start of the range (inclusive), 0 by default.
 * @param toIndex the end of the range (exclusive), size of this array by default.
 * 
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 */
@SinceKotlin("1.3")
public expect fun FloatArray.fill(element: Float, fromIndex: Int = 0, toIndex: Int = size): Unit

/**
 * Fills this array or its subrange with the specified [element] value.
 * 
 * @param fromIndex the start of the range (inclusive), 0 by default.
 * @param toIndex the end of the range (exclusive), size of this array by default.
 * 
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 */
@SinceKotlin("1.3")
public expect fun DoubleArray.fill(element: Double, fromIndex: Int = 0, toIndex: Int = size): Unit

/**
 * Returns the range of valid indices for the array.
 */
public val <T> Array<out T>.indices: IntRange
    get() = IntRange(0, lastIndex)

/**
 * Returns the range of valid indices for the array.
 */
public val ByteArray.indices: IntRange
    get() = IntRange(0, lastIndex)

/**
 * Returns the range of valid indices for the array.
 */
public val ShortArray.indices: IntRange
    get() = IntRange(0, lastIndex)

/**
 * Returns the range of valid indices for the array.
 */
public val IntArray.indices: IntRange
    get() = IntRange(0, lastIndex)

/**
 * Returns the range of valid indices for the array.
 */
public val LongArray.indices: IntRange
    get() = IntRange(0, lastIndex)

/**
 * Returns the range of valid indices for the array.
 */
public val FloatArray.indices: IntRange
    get() = IntRange(0, lastIndex)

/**
 * Returns the range of valid indices for the array.
 */
public val DoubleArray.indices: IntRange
    get() = IntRange(0, lastIndex)

/**
 * Returns the range of valid indices for the array.
 */
public val BooleanArray.indices: IntRange
    get() = IntRange(0, lastIndex)

/**
 * Returns the range of valid indices for the array.
 */
public val CharArray.indices: IntRange
    get() = IntRange(0, lastIndex)

/**
 * Returns `true` if the array is not empty.
 */
@kotlin.internal.InlineOnly
public inline fun <T> Array<out T>.isNotEmpty(): Boolean {
    return !isEmpty()
}

/**
 * Returns `true` if the array is empty.
 */
@kotlin.internal.InlineOnly
public inline fun ByteArray.isEmpty(): Boolean {
    return size == 0
}

/**
 * Returns `true` if the array is empty.
 */
@kotlin.internal.InlineOnly
public inline fun ShortArray.isEmpty(): Boolean {
    return size == 0
}

/**
 * Returns `true` if the array is empty.
 */
@kotlin.internal.InlineOnly
public inline fun IntArray.isEmpty(): Boolean {
    return size == 0
}

/**
 * Returns `true` if the array is empty.
 */
@kotlin.internal.InlineOnly
public inline fun LongArray.isEmpty(): Boolean {
    return size == 0
}

/**
 * Returns `true` if the array is empty.
 */
@kotlin.internal.InlineOnly
public inline fun FloatArray.isEmpty(): Boolean {
    return size == 0
}

/**
 * Returns `true` if the array is empty.
 */
@kotlin.internal.InlineOnly
public inline fun DoubleArray.isEmpty(): Boolean {
    return size == 0
}

/**
 * Returns `true` if the array is empty.
 */
@kotlin.internal.InlineOnly
public inline fun BooleanArray.isEmpty(): Boolean {
    return size == 0
}

/**
 * Returns `true` if the array is empty.
 */
@kotlin.internal.InlineOnly
public inline fun CharArray.isEmpty(): Boolean {
    return size == 0
}

/**
 * Returns `true` if the array is empty.
 */
@kotlin.internal.InlineOnly
public inline fun ByteArray.isEmpty(): Boolean {
    return size == 0
}

/**
 * Returns `true` if the array is empty.
 */
@kotlin.internal.InlineOnly
public inline fun ByteArray.isEmpty(): Boolean {
    return size == 0
}

/**
 * Returns `true` if the array is empty.
 */
@kotlin.internal.InlineOnly
public inline fun ShortArray.isEmpty(): Boolean {
    return size == 0
}

/**
 * Returns `true` if the array is empty.
 */
@kotlin.internal.InlineOnly
public inline fun IntArray.isEmpty(): Boolean {
    return size == 0
}

/**
 * Returns `true` if the array is empty.
 */
@kotlin.internal.InlineOnly
public inline fun LongArray.isEmpty(): Boolean {
    return size == 0
}

/**
 * Returns `true` if the array is empty.
 */
@kotlin.internal.InlineOnly
public inline fun FloatArray.isEmpty(): Boolean {
    return size == 0
}

/**
 * Returns `true` if the array is empty.
 */
@kotlin.internal.InlineOnly
public inline fun DoubleArray.isEmpty(): Boolean {
    return size == 0
}

/**
 * Returns `true` if the array is empty.
 */
@kotlin.internal.InlineOnly
public inline fun BooleanArray.isEmpty(): Boolean {
    return size == 0
}

/**
 * Returns `true` if the array is empty.
 */
@kotlin.internal.InlineOnly
public inline fun CharArray.isEmpty(): Boolean {
    return size == 0
}

/**
 * Returns `true` if the array is empty.
 */
@kotlin.internal.InlineOnly
public inline fun ByteArray.isEmpty(): Boolean {
    return size == 0
}

/*In the original text, there was a block of code that seems to be part of a for loop that fills an array with a specified element value, along with methods for getting valid index ranges and checking if an array is empty. The code appears to be part of a larger code snippet that is likely part of a larger software project or library.*/
fun isEmpty(): Boolean {
    return !isNotEmpty()
}

/**
 * Returns `true` if the array is not empty.
 */
@kotlin.internal.InlineOnly
public inline fun ShortArray.isNotEmpty(): Boolean {
    return !isEmpty()
}

/**
 * Returns `true` if the array is not empty.
 */
@kotlin.internal.InlineOnly
public inline fun IntArray.isNotEmpty(): Boolean {
    return !isEmpty()
}

/**
 * Returns `true` if the array is not empty.
 */
@kotlin.internal.InlineOnly
public inline fun LongArray.isNotEmpty(): Boolean {
    return !isEmpty()
}

/**
 * Returns `true` if the array is not empty.
 */
@kotlin.internal.InlineOnly
public inline fun DoubleArray.isNotEmpty(): Boolean {
    return !isEmpty()
}

/**
 * Returns `true` if the array is not empty.
 */
@kotlin.internal.InlineOnly
public inline fun CharArray.isNotEmpty(): Boolean {
    return !isEmpty()
}

/**
 * Returns the last valid index for the original array and then the given [element].
 */
@Suppress("NO_ACTUAL_FOR_EXPECT")
public expect operator fun <T> Array<T>.plus(element: T): Array<T>

/**
 * Returns the last valid index for the original array and then the given [element].
 */
public expect operator fun ByteArray.plus(element: Byte): ByteArray

/**
 * Returns the last valid index for the original array and then the given [element].
 */
public expect operator fun ShortArray.plus(element: Short): ShortArray

/**
 * Returns the last valid index for the original array and then the given [element].
 */
public expect operator fun IntArray.plus(element: Int): IntArray

/**
 * Returns the last valid index for the original array and then the given [element].
 */
public expect operator fun LongArray.plus(element: Long): LongArray

/**
 * Returns the last valid index for the original array and then the given [element].
 */
public expect operator fun FloatArray.plus(element: Float): FloatArray

/**
 * Returns the last valid index for the original array and then the given [element].
 */
public expect operator fun DoubleArray.plus(element: Double): DoubleArray

/**
 * Returns the last valid index for the original array and then the given [element].
 */
public expect operator fun CharArray.plus(element: Char): CharArray

/**
 * Returns the last valid index for the original array and then all elements of the given [elements] collection.
 */
@Suppress("NO_ACTUAL_FOR_EXPECT")
public expect operator fun <T> Array<T>.plus(elements: Collection<T>): Array<T>

/**
 * Returns the last valid index for the original array and then all elements of the given [elements] collection.
 */
public expect operator fun ByteArray.plus(elements: Collection<Byte>): ByteArray

/**
 * Returns the last valid index for the original array and then all elements of the given [elements] collection.
 */
public expect operator fun ShortArray.plus(elements: Collection<Short>): ShortArray

/**
 * Returns the last valid index for the original array and then all elements of the given [elements] collection.
 */
public expect operator fun IntArray.plus(elements: Collection<Int>): IntArray

/**
 * Returns the last valid index for the original array and then all elements of the given [elements] collection.
 */
public expect operator fun LongArray.plus(elements: Collection<Long>): LongArray

/**
 * Returns the last valid index for the original array and then all elements of the given [elements] collection.
 */
public expect operator fun FloatArray.plus(elements: Collection<Float>): FloatArray

/**
 * Returns the last valid index for the original array and then all elements of the given [elements] collection.
 */
public expect operator fun DoubleArray.plus(elements: Collection<Double>): DoubleArray

/**
 * Returns the last valid index for the original array and then all elements of the given [elements] collection.
 */
public expect operator fun CharArray.plus(elements: Collection<Char>): CharArray
original array and then all elements of the given \([\text{elements}]\) collection.

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*\public expect operator fun DoubleArray\(\text{plus}(\text{elements}: \text{Collection\(<Double>\))}: \text{DoubleArray}\)*

*\public expect operator fun BooleanArray\(\text{plus}(\text{elements}: \text{Collection\(<Boolean>\))}: \text{BooleanArray}\)*

*\public expect operator fun CharArray\(\text{plus}(\text{elements}: \text{Collection\(<Char>\))}: \text{CharArray}\)*

*\public expect operator fun DoubleArray\(\text{plus}(\text{elements}: \text{DoubleArray})\): \text{DoubleArray}\)*

*\public expect operator fun BooleanArray\(\text{plus}(\text{elements}: \text{BooleanArray})\): \text{BooleanArray}\)*

*\public expect operator fun CharArray\(\text{plus}(\text{elements}: \text{CharArray})\): \text{CharArray}\)*

*\public expect operator fun IntArray\(\text{plus}(\text{elements}: \text{IntArray})\): \text{IntArray}\)*

*\public expect operator fun LongArray\(\text{plus}(\text{elements}: \text{LongArray})\): \text{LongArray}\)*

*\public expect operator fun FloatArray\(\text{plus}(\text{elements}: \text{FloatArray})\): \text{FloatArray}\)*

*\public expect operator fun ByteArray\(\text{plus}(\text{elements}: \text{ByteArray})\): \text{ByteArray}\)*

*\public expect operator fun ShortArray\(\text{plus}(\text{elements}: \text{ShortArray})\): \text{ShortArray}\)*

*\public expect operator fun IntArray\(\text{plusElement}(\text{element}: \text{T})\): \text{IntArray}\)*

*\public expect operator fun LongArray\(\text{plusElement}(\text{element}: \text{T})\): \text{LongArray}\)*

*\public expect operator fun FloatArray\(\text{plusElement}(\text{element}: \text{T})\): \text{FloatArray}\)*

*\public expect operator fun ByteArray\(\text{plusElement}(\text{element}: \text{T})\): \text{ByteArray}\)*

*\public expect operator fun ShortArray\(\text{plusElement}(\text{element}: \text{T})\): \text{ShortArray}\)*

```kotlin

*\public expect fun <T> Array\(<\text{T}>\).\text{sort}(): \text{Unit}\)*

*\public expect fun <T> Array\(<\text{T}>\).\text{sortWith}(\text{comparator}: \text{Comparator\(<\text{T}>\))\): \text{Unit}\)*

*\public expect fun \

*\public expect operator fun \text{CharArray}.\text{toCharArray}(): \text{CharArray}\)*

*\public expect operator fun \

*\public expect operator fun \

*\public expect operator fun \

*\public expect operator fun \

```kotlin

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Double>.toDoubleArray(): DoubleArray {
    return DoubleArray(size) {
        index -> this[index]
    }
}

Float>.toFloatArray(): FloatArray {
    return FloatArray(size) {
        index -> this[index]
    }
}

Int>.toIntArray(): IntArray {
    return IntArray(size) {
        index -> this[index]
    }
}

Long>.toLongArray(): LongArray {
    return LongArray(size) {
        index -> this[index]
    }
}

ByteArray.toTypedArray(): Array<Byte> {
    return Array(size) {
        index -> this[index]
    }
}

ShortArray.toTypedArray(): Array<Short> {
    return Array(size) {
        index -> this[index]
    }
}

IntArray.toTypedArray(): Array<Int> {
    return Array(size) {
        index -> this[index]
    }
}

LongArray.toTypedArray(): Array<Long> {
    return Array(size) {
        index -> this[index]
    }
}

ByteArray.associate(transform: (Byte) -> Pair<K, V>): Map<K, V> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateTo(LinkedHashMap<K, V>(capacity), transform)
}

ShortArray.associate(transform: (Short) -> Pair<K, V>): Map<K, V> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateTo(LinkedHashMap<K, V>(capacity), transform)
}

IntArray.associate(transform: (Int) -> Pair<K, V>): Map<K, V> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateTo(LinkedHashMap<K, V>(capacity), transform)
}

ByteArray.associate(transform: (Byte) -> Pair<K, V>): Map<K, V> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateTo(LinkedHashMap<K, V>(capacity), transform)
}
LongArray.associate(transform: (Long) -> Pair<K, V>): Map<K, V> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateTo(LinkedHashMap<K, V>(capacity), transform)
}

/**
 * Returns a [Map] containing key-value pairs provided by [transform] function
 * applied to elements of the given array. If any of two pairs would have the same key the last one gets added to the map.
 * The returned map preserves the entry iteration order of the original array.
 */
public inline fun <K, V> FloatArray.associate(transform: (Float) -> Pair<K, V>): Map<K, V> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateTo(LinkedHashMap<K, V>(capacity), transform)
}

/**
 * Returns a [Map] containing key-value pairs provided by [transform] function
 * applied to elements of the given array. If any of two pairs would have the same key the last one gets added to the map.
 * The returned map preserves the entry iteration order of the original array.
 */
public inline fun <K, V> DoubleArray.associate(transform: (Double) -> Pair<K, V>): Map<K, V> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateTo(LinkedHashMap<K, V>(capacity), transform)
}

/**
 * Returns a [Map] containing key-value pairs provided by [transform] function
 * applied to elements of the given array. If any of two pairs would have the same key the last one gets added to the map.
 * The returned map preserves the entry iteration order of the original array.
 */
public inline fun <K, V> BooleanArray.associate(transform: (Boolean) -> Pair<K, V>): Map<K, V> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateTo(LinkedHashMap<K, V>(capacity), transform)
}

/**
 * Returns a [Map] containing key-value pairs provided by [transform] function
 * applied to elements of the given array. If any of two pairs would have the same key the last one gets added to the map.
 * The returned map preserves the entry iteration order of the original array.
 */
public inline fun <K, V> CharArray.associate(transform: (Char) -> Pair<K, V>): Map<K, V> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateTo(LinkedHashMap<K, V>(capacity), transform)
}

/**
 * Returns a [Map] containing the elements from the given array indexed by the key returned from [keySelector] function applied to each element.
 * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.
 * The returned map preserves the entry iteration order of the original array.
 */
public inline fun <T, K> Array<out T>.associateBy(keySelector: (T) -> K): Map<K, T> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateByTo(LinkedHashMap<K, T>(capacity), keySelector)
}

/**
 * Returns a [Map] containing the elements from the given array indexed by the key returned from [keySelector] function applied to each element.
 * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.
 * The returned map preserves the entry iteration order of the original array.
 */
public inline fun <K> ByteArray.associateBy(keySelector: (Byte) -> K): Map<K, Byte> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateByTo(LinkedHashMap<K, Byte>(capacity), keySelector)
}

/**
 * Returns a [Map] containing the elements from the given array indexed by the key returned from [keySelector] function applied to each element.
 * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.
 * The returned map preserves the entry iteration order of the original array.
 */
public inline fun <K> ShortArray.associateBy(keySelector: (Short) -> K): Map<K, Short> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateByTo(LinkedHashMap<K, Short>(capacity), keySelector)
}
public inline fun <K> IntArray.associateBy(keySelector: (Int) -> K): Map<K, Int> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateByTo(LinkedHashMap<K, Int>(capacity),
        keySelector) \u2044 \u0022 \u2044 * Returns a [Map] containing the elements from the given array indexed by the key \u2044 * returned from [keySelector] function applied to each element. \u2044 * \u2044 * If any two elements would have the same key \u2044 * returned by [keySelector] the last one gets added to the map. \u2044 * \u2044 * The returned map preserves the entry iteration order of the original array. \u2044 * \u2044 * @sample
    samples.collections.Arrays.Transformations.associateArrayOfPrimitivesBy
}

/**
 * Returns a [Map] containing the elements from the given array indexed by the key
 * returned from [keySelector] function applied to each element.\n * \u2044 * \u2044 * If any two elements would have the same key
 * returned by [keySelector] the last one gets added to the map.\n * \u2044 * \u2044 * The returned map preserves the entry iteration order of the original array.\n * \u2044 * \u2044 * @sample
    samples.collections.Arrays.Transformations.associateArrayOfPrimitivesBy
 */
public inline fun <K> LongArray.associateBy(keySelector: (Long) -> K): Map<K, Long> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateByTo(LinkedHashMap<K, Long>(capacity),
        keySelector) \u2044 \u0022 \u2044 * Returns a [Map] containing the elements from the given array indexed by the key \u2044 * returned from [keySelector] function applied to each element. \u2044 * \u2044 * If any two elements would have the same key \u2044 * returned by [keySelector] the last one gets added to the map. \u2044 * \u2044 * The returned map preserves the entry iteration order of the original array. \u2044 * \u2044 * @sample
    samples.collections.Arrays.Transformations.associateArrayOfPrimitivesBy
}

/**
 * Returns a [Map] containing the elements from the given array indexed by the key
 * returned from [keySelector] function applied to each element.\n * \u2044 * \u2044 * If any two elements would have the same key
 * returned by [keySelector] the last one gets added to the map.\n * \u2044 * \u2044 * The returned map preserves the entry iteration order of the original array.\n * \u2044 * \u2044 * @sample
    samples.collections.Arrays.Transformations.associateArrayOfPrimitivesBy
 */
public inline fun <K> FloatArray.associateBy(keySelector: (Float) -> K): Map<K, Float> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateByTo(LinkedHashMap<K, Float>(capacity),
        keySelector) \u2044 \u0022 \u2044 * Returns a [Map] containing the elements from the given array indexed by the key \u2044 * returned from [keySelector] function applied to each element. \u2044 * \u2044 * If any two elements would have the same key \u2044 * returned by [keySelector] the last one gets added to the map. \u2044 * \u2044 * The returned map preserves the entry iteration order of the original array. \u2044 * \u2044 * @sample
    samples.collections.Arrays.Transformations.associateArrayOfPrimitivesBy
}

/**
 * Returns a [Map] containing the elements from the given array indexed by the key
 * returned from [keySelector] function applied to each element.\n * \u2044 * \u2044 * If any two elements would have the same key
 * returned by [keySelector] the last one gets added to the map.\n * \u2044 * \u2044 * The returned map preserves the entry iteration order of the original array.\n * \u2044 * \u2044 * @sample
    samples.collections.Arrays.Transformations.associateArrayOfPrimitivesBy
 */
public inline fun <K> DoubleArray.associateBy(keySelector: (Double) -> K): Map<K, Double> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateByTo(LinkedHashMap<K, Double>(capacity),
        keySelector) \u2044 \u0022 \u2044 * Returns a [Map] containing the elements from the given array indexed by the key \u2044 * returned from [keySelector] function applied to each element. \u2044 * \u2044 * If any two elements would have the same key \u2044 * returned by [keySelector] the last one gets added to the map. \u2044 * \u2044 * The returned map preserves the entry iteration order of the original array. \u2044 * \u2044 * @sample
    samples.collections.Arrays.Transformations.associateArrayOfPrimitivesBy
}

/**
 * Returns a [Map] containing the values provided by [valueTransform] and indexed by
 * [keySelector] functions applied to elements of the given array.\n * \u2044 * \u2044 * If any two elements would have the same key
 * returned by [keySelector] the last one gets added to the map.\n * \u2044 * \u2044 * The returned map preserves the entry iteration order of the original array.\n * \u2044 * \u2044 * @sample
    samples.collections.Arrays.Transformations.associateArrayOfPrimitivesByWithValueTransform
 */
public inline fun <T, K, V> Array<out T>.associateBy(keySelector: (T) -> K, valueTransform: (T) -> V): Map<K, V> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateByTo(LinkedHashMap<K, V>(capacity),
        keySelector) \u2044 \u0022 \u2044 * Returns a [Map] containing the elements from the given array indexed by the key \u2044 * returned from [keySelector] function applied to each element. \u2044 * \u2044 * If any two elements would have the same key \u2044 * returned by [keySelector] the last one gets added to the map. \u2044 * \u2044 * The returned map preserves the entry iteration order of the original array. \u2044 * \u2044 * @sample
    samples.collections.Arrays.Transformations.associateArrayOfPrimitivesByWithValueTransform
}
keySelector, valueTransform))

Returns a [Map] containing the values provided by [valueTransform] and indexed by [keySelector] functions applied to elements of the given array.

If any two elements would have the same key returned by [keySelector] the last one gets added to the map.

The returned map preserves the entry iteration order of the original array.

@sample samples.collections.Arrays.Transformations.associateArrayOfPrimitivesByWithValueTransform

/**
 * Returns a [Map] containing the values provided by [valueTransform] and indexed by [keySelector] functions applied to elements of the given array.

If any two elements would have the same key returned by [keySelector] the last one gets added to the map.

The returned map preserves the entry iteration order of the original array.

@sample samples.collections.Arrays.Transformations.associateArrayOfPrimitivesByWithValueTransform

*/

public inline fun <K, V> ByteArray.associateBy(keySelector: (Byte) -> K, valueTransform: (Byte) -> V): Map<K, V> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateByTo(LinkedHashMap<K, V>(capacity), keySelector, valueTransform)
}

/**
 * Returns a [Map] containing the values provided by [valueTransform] and indexed by [keySelector] functions applied to elements of the given array.

If any two elements would have the same key returned by [keySelector] the last one gets added to the map.

The returned map preserves the entry iteration order of the original array.

@sample samples.collections.Arrays.Transformations.associateArrayOfPrimitivesByWithValueTransform

*/

public inline fun <K, V> ShortArray.associateBy(keySelector: (Short) -> K, valueTransform: (Short) -> V): Map<K, V> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateByTo(LinkedHashMap<K, V>(capacity), keySelector, valueTransform)
}

/**
 * Returns a [Map] containing the values provided by [valueTransform] and indexed by [keySelector] functions applied to elements of the given array.

If any two elements would have the same key returned by [keySelector] the last one gets added to the map.

The returned map preserves the entry iteration order of the original array.

@sample samples.collections.Arrays.Transformations.associateArrayOfPrimitivesByWithValueTransform

*/

public inline fun <K, V> IntArray.associateBy(keySelector: (Int) -> K, valueTransform: (Int) -> V): Map<K, V> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateByTo(LinkedHashMap<K, V>(capacity), keySelector, valueTransform)
}

/**
 * Returns a [Map] containing the values provided by [valueTransform] and indexed by [keySelector] functions applied to elements of the given array.

If any two elements would have the same key returned by [keySelector] the last one gets added to the map.

The returned map preserves the entry iteration order of the original array.

@sample samples.collections.Arrays.Transformations.associateArrayOfPrimitivesByWithValueTransform

*/

public inline fun <K, V> LongArray.associateBy(keySelector: (Long) -> K, valueTransform: (Long) -> V): Map<K, V> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateByTo(LinkedHashMap<K, V>(capacity), keySelector, valueTransform)
}

/**
 * Returns a [Map] containing the values provided by [valueTransform] and indexed by [keySelector] functions applied to elements of the given array.

If any two elements would have the same key returned by [keySelector] the last one gets added to the map.

The returned map preserves the entry iteration order of the original array.

@sample samples.collections.Arrays.Transformations.associateArrayOfPrimitivesByWithValueTransform

*/

public inline fun <K, V> FloatArray.associateBy(keySelector: (Float) -> K, valueTransform: (Float) -> V): Map<K, V> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateByTo(LinkedHashMap<K, V>(capacity), keySelector, valueTransform)
}

/**
 * Returns a [Map] containing the values provided by [valueTransform] and indexed by [keySelector] functions applied to elements of the given array.

If any two elements would have the same key returned by [keySelector] the last one gets added to the map.

The returned map preserves the entry iteration order of the original array.

@sample samples.collections.Arrays.Transformations.associateArrayOfPrimitivesByWithValueTransform

*/

public inline fun <K, V> DoubleArray.associateBy(keySelector: (Double) -> K, valueTransform: (Double) -> V): Map<K, V> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateByTo(LinkedHashMap<K, V>(capacity), keySelector, valueTransform)
}

/**
 * Returns a [Map] containing the values provided by [valueTransform] and indexed by [keySelector] functions applied to elements of the given array.

If any two elements would have the same key returned by [keySelector] the last one gets added to the map.

The returned map preserves the entry iteration order of the original array.

@sample samples.collections.Arrays.Transformations.associateArrayOfPrimitivesByWithValueTransform

*/

public inline fun <K, V> BooleanArray.associateBy(keySelector: (Boolean) -> K, valueTransform: (Boolean) -> V): Map<K, V>
val capacity = mapCapacity(size).coerceAtLeast(16)
return associateByTo(LinkedHashMap<K, V>(capacity), keySelector, valueTransform)

/**
 * Returns a [Map] containing the values provided by [valueTransform] and indexed by [keySelector] functions applied to elements of the given array.
 * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.
 * The returned map preserves the entry iteration order of the original array.

@sample samples.collections.Arrays.Transformations.associateArrayOfPrimitivesByWithValueTransform
*/
public inline fun <K, V> CharArray.associateBy(keySelector: (Char) -> K, valueTransform: (Char) -> V): Map<K, V> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateByTo(LinkedHashMap<K, V>(capacity), keySelector, valueTransform)
}

/**
 * Populates and returns the [destination] mutable map with key-value pairs, where key is provided by the [keySelector] function applied to each element of the given array and value is the element itself.
 * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.

@sample samples.collections.Arrays.Transformations.associateArrayOfPrimitivesByTo
*/
public inline fun <T, K, M : MutableMap<in K, in T>> Array<out T>.associateByTo(destination: M, keySelector: (T) -> K): M {
    for (element in this) {
        destination.put(keySelector(element), element)
    }
    return destination
}

/**
 * Populates and returns the [destination] mutable map with key-value pairs, where key is provided by the [keySelector] function applied to each element of the given array and value is the element itself.
 * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.

@sample samples.collections.Arrays.Transformations.associateArrayOfPrimitivesByTo
*/
public inline fun <K, M : MutableMap<in K, in Byte>> ByteArray.associateByTo(destination: M, keySelector: (Byte) -> K): M {
    for (element in this) {
        destination.put(keySelector(element), element)
    }
    return destination
}

/**
 * Populates and returns the [destination] mutable map with key-value pairs, where key is provided by the [keySelector] function applied to each element of the given array and value is the element itself.
 * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.

@sample samples.collections.Arrays.Transformations.associateArrayOfPrimitivesByTo
*/
public inline fun <K, M : MutableMap<in K, in Short>> ShortArray.associateByTo(destination: M, keySelector: (Short) -> K): M {
    for (element in this) {
        destination.put(keySelector(element), element)
    }
    return destination
}

/**
 * Populates and returns the [destination] mutable map with key-value pairs, where key is provided by the [keySelector] function applied to each element of the given array and value is the element itself.
 * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.

@sample samples.collections.Arrays.Transformations.associateArrayOfPrimitivesByTo
*/
public inline fun <K, M : MutableMap<in K, in Int>> IntArray.associateByTo(destination: M, keySelector: (Int) -> K): M {
    for (element in this) {
        destination.put(keySelector(element), element)
    }
    return destination
}

/**
 * Populates and returns the [destination] mutable map with key-value pairs, where key is provided by the [keySelector] function applied to each element of the given array and value is the element itself.
 * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.

@sample samples.collections.Arrays.Transformations.associateArrayOfPrimitivesByTo
*/
public inline fun <K, M : MutableMap<in K, in Long>> LongArray.associateByTo(destination: M, keySelector: (Long) -> K): M {
    for (element in this) {
        destination.put(keySelector(element), element)
    }
    return destination
}

/**
 * Populates and returns the [destination] mutable map with key-value pairs, where key is provided by the [keySelector] function applied to each element of the given array and value is the element itself.
 * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.

@sample samples.collections.Arrays.Transformations.associateArrayOfPrimitivesByTo
*/
public inline fun <K, M : MutableMap<in K, in Float>> FloatArray.associateByTo(destination: M, keySelector: (Float) -> K): M {
    for (element in this) {
        destination.put(keySelector(element), element)
    }
    return destination
}
@sample samples.collections.Arrays.Transformations.associateArrayOfPrimitivesByTo

public inline fun <K, M : MutableMap<in K, in Double>> DoubleArray.associateByTo(destination: M, keySelector: (Double) -> K): M
{
    for (element in this) {
        destination.put(keySelector(element), element)
    }
    return destination
}

/**
 * Populates and returns the [destination] mutable map with key-value pairs,
 * where key is provided by the [keySelector] function applied to each element of the given array
 * and value is the element itself.
 * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.
 */
public inline fun <K, M : MutableMap<in K, in Double>> DoubleArray.associateByTo(destination: M, keySelector: (Double) -> K): M
{
    for (element in this) {
        destination.put(keySelector(element), element)
    }
    return destination
}

/**
 * Populates and returns the [destination] mutable map with key-value pairs,
 * where key is provided by the [keySelector] function applied to each element of the given array
 * and value is the element itself.
 * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.
 */
public inline fun <K, M : MutableMap<in K, in Boolean>> BooleanArray.associateByTo(destination: M, keySelector: (Boolean) -> K): M
{
    for (element in this) {
        destination.put(keySelector(element), element)
    }
    return destination
}

/**
 * Populates and returns the [destination] mutable map with key-value pairs,
 * where key is provided by the [keySelector] function applied to each element of the given array
 * and value is the element itself.
 * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.
 */
public inline fun <K, M : MutableMap<in K, in Char>> CharArray.associateByTo(destination: M, keySelector: (Char) -> K): M
{
    for (element in this) {
        destination.put(keySelector(element), element)
    }
    return destination
}

/**
 * Populates and returns the [destination] mutable map with key-value pairs,
 * where key is provided by the [keySelector] function and value is provided by the [valueTransform] function applied to elements of the given array.
 * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.
 */
public inline fun <T, K, V, M : MutableMap<in K, in V>> Array<out T>.associateByTo(destination: M, keySelector: (T) -> K, valueTransform: (T) -> V): M
{
    for (element in this) {
        destination.put(keySelector(element), valueTransform(element))
    }
    return destination
}

/**
 * Populates and returns the [destination] mutable map with key-value pairs,
 * where key is provided by the [keySelector] function and value is provided by the [valueTransform] function applied to elements of the given array.
 * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.
 */
public inline fun <K, V, M : MutableMap<in K, in V>> ByteArray.associateByTo(destination: M, keySelector: (Byte) -> K, valueTransform: (Byte) -> V): M
{
    for (element in this) {
        destination.put(keySelector(element), valueTransform(element))
    }
    return destination
}

/**
 * Populates and returns the [destination] mutable map with key-value pairs,
 * where key is provided by the [keySelector] function and value is provided by the [valueTransform] function applied to elements of the given array.
 * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.
 */
public inline fun <K, V, M : MutableMap<in K, in V>> ShortArray.associateByTo(destination: M, keySelector: (Short) -> K, valueTransform: (Short) -> V): M
{
    for (element in this) {
        destination.put(keySelector(element), valueTransform(element))
    }
    return destination
}

/**
 * Populates and returns the [destination] mutable map with key-value pairs,
 * where key is provided by the [keySelector] function and value is provided by the [valueTransform] function applied to elements of the given array.
 * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.
 */
public inline fun <K, V, M : MutableMap<in K, in V>> IntArray.associateByTo(destination: M, keySelector: (Int) -> K, valueTransform: (Int) -> V): M
{
    for (element in this) {
        destination.put(keySelector(element), valueTransform(element))
    }
    return destination
}

/**
 * Populates and returns the [destination] mutable map with key-value pairs,
 * where key is provided by the [keySelector] function and value is provided by the [valueTransform] function applied to elements of the given array.
 * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.
 */
public inline fun <K, V, M : MutableMap<in K, in V>> ByteArray.associateByTo(destination: M, keySelector: (Byte) -> K, valueTransform: (Byte) -> V): M
{
    for (element in this) {
        destination.put(keySelector(element), valueTransform(element))
    }
    return destination
}

/**
 * Populates and returns the [destination] mutable map with key-value pairs,
 * where key is provided by the [keySelector] function and value is provided by the [valueTransform] function applied to elements of the given array.
 * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.
 */
public inline fun <K, V, M : MutableMap<in K, in V>> ShortArray.associateByTo(destination: M, keySelector: (Short) -> K, valueTransform: (Short) -> V): M
{
    for (element in this) {
        destination.put(keySelector(element), valueTransform(element))
    }
    return destination
}

/**
 * Populates and returns the [destination] mutable map with key-value pairs,
 * where key is provided by the [keySelector] function and value is provided by the [valueTransform] function applied to elements of the given array.
 * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.
 */
public inline fun <K, V, M : MutableMap<in K, in V>> IntArray.associateByTo(destination: M, keySelector: (Int) -> K, valueTransform: (Int) -> V): M
{
    for (element in this) {
        destination.put(keySelector(element), valueTransform(element))
    }
    return destination
}

/**
 * Populates and returns the [destination] mutable map with key-value pairs,
 * where key is provided by the [keySelector] function and value is provided by the [valueTransform] function applied to elements of the given array.
 * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.
 */
public inline fun <K, V, M : MutableMap<in K, in V>> ByteArray.associateByTo(destination: M, keySelector: (Byte) -> K, valueTransform: (Byte) -> V): M
{
    for (element in this) {
        destination.put(keySelector(element), valueTransform(element))
    }
    return destination
}

/**
 * Populates and returns the [destination] mutable map with key-value pairs,
 * where key is provided by the [keySelector] function and value is provided by the [valueTransform] function applied to elements of the given array.
 * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.
 */
public inline fun <K, V, M : MutableMap<in K, in V>> ShortArray.associateByTo(destination: M, keySelector: (Short) -> K, valueTransform: (Short) -> V): M
{
    for (element in this) {
        destination.put(keySelector(element), valueTransform(element))
    }
    return destination
}

/**
 * Populates and returns the [destination] mutable map with key-value pairs,
 * where key is provided by the [keySelector] function and value is provided by the [valueTransform] function applied to elements of the given array.
 * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.
 */
public inline fun <K, V, M : MutableMap<in K, in V>> IntArray.associateByTo(destination: M, keySelector: (Int) -> K, valueTransform: (Int) -> V): M
{
    for (element in this) {
        destination.put(keySelector(element), valueTransform(element))
    }
    return destination
}
inline fun <K, V, M : MutableMap<in K, in V>> LongArray.associateByTo(destination: M, keySelector: (Long) -> K, valueTransform: (Long) -> V): M {
    for (element in this) {
        val key: K = keySelector(element)
        val value: V = valueTransform(element)
        return destination[key] = value
    }
    return destination
}

/**
 * Populates and returns the [destination] mutable map with key-value pairs,
 * where key is provided by the [keySelector] function and value is provided by
 * the [valueTransform] function applied to elements of the given array.
 * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.
 */
public inline fun <K, V, M : MutableMap<in K, in V>> FloatArray.associateByTo(destination: M, keySelector: (Float) -> K, valueTransform: (Float) -> V): M {
    for (element in this) {
        val key: K = keySelector(element)
        val value: V = valueTransform(element)
        return destination[key] = value
    }
    return destination
}

/**
 * Populates and returns the [destination] mutable map with key-value pairs,
 * where key is provided by the [keySelector] function and value is provided by
 * the [valueTransform] function applied to elements of the given array.
 * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.
 */
public inline fun <K, V, M : MutableMap<in K, in V>> DoubleArray.associateByTo(destination: M, keySelector: (Double) -> K, valueTransform: (Double) -> V): M {
    for (element in this) {
        val key: K = keySelector(element)
        val value: V = valueTransform(element)
        return destination[key] = value
    }
    return destination
}

/**
 * Populates and returns the [destination] mutable map with key-value pairs,
 * where key is provided by the [keySelector] function and value is provided by
 * the [valueTransform] function applied to elements of the given array.
 * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.
 */
public inline fun <K, V, M : MutableMap<in K, in V>> BooleanArray.associateByTo(destination: M, keySelector: (Boolean) -> K, valueTransform: (Boolean) -> V): M {
    for (element in this) {
        val key: K = keySelector(element)
        val value: V = valueTransform(element)
        return destination[key] = value
    }
    return destination
}

/**
 * Populates and returns the [destination] mutable map with key-value pairs
 * provided by [transform] function applied to each element of the given array.
 * If any of two pairs would have the same key the last one gets added to the map.
 */
public inline fun <T, K, V, M : MutableMap<in K, in V>> ByteArray.associateTo(destination: M, transform: (Byte) -> Pair<K, V>): M {
    for (element in this) {
        val key: K = keySelector(element)
        val value: V = valueTransform(element)
        return destination[key] = value
    }
    return destination
}

/**
 * Populates and returns the [destination] mutable map with key-value pairs
 * provided by [transform] function applied to each element of the given array.
 * If any of two pairs would have the same key the last one gets added to the map.
 */
public inline fun <T, K, V, M : MutableMap<in K, in V>> ShortArray.associateTo(destination: M, transform: (Short) -> Pair<K, V>): M {
    for (element in this) {
        val key: K = keySelector(element)
        val value: V = valueTransform(element)
        return destination[key] = value
    }
    return destination
}
[transform] function applied to each element of the given array.

If any of two pairs would have the same key the last one gets added to the map.

@sample

samples.collections.Arrays.Transformations.associateArrayOfPrimitivesTo

/*\public inline fun <K, V, M : MutableMap<in K, in V>> IntArray.associateTo(destination: M, transform: (Int) -> Pair<K, V>): M {
    for (element in this) {
        destination += transform(element)
    }
    return destination
}

    for (element in this) {
        destination += transform(element)
    }
    return destination
}

*/

public inline fun <K, V, M : MutableMap<in K, in V>> IntArray.associateTo(destination: M, transform: (Int) -> Pair<K, V>): M {
    for (element in this) {
        destination += transform(element)
    }
    return destination
}

*/

    for (element in this) {
        destination += transform(element)
    }
    return destination
}

*/

public inline fun <K, V, M : MutableMap<in K, in V>> FloatArray.associateTo(destination: M, transform: (Float) -> Pair<K, V>): M {
    for (element in this) {
        destination += transform(element)
    }
    return destination
}

*/

public inline fun <K, V, M : MutableMap<in K, in V>> DoubleArray.associateTo(destination: M, transform: (Double) -> Pair<K, V>): M {
    for (element in this) {
        destination += transform(element)
    }
    return destination
}

*/

public inline fun <K, V, M : MutableMap<in K, in V>> BooleanArray.associateTo(destination: M, transform: (Boolean) -> Pair<K, V>): M {
    for (element in this) {
        destination += transform(element)
    }
    return destination
}

*/

public inline fun <K, V, M : MutableMap<in K, in V>> CharArray.associateTo(destination: M, transform: (Char) -> Pair<K, V>): M {
    for (element in this) {
        destination += transform(element)
    }
    return destination
}

*/

public fun <T, C : MutableCollection<in T>> Array<out T>.toCollection(destination: C): C {
    for (item in this) {
        destination.add(item)
    }
    return destination
}

*/

public fun <C : MutableCollection<in Byte>> ByteArray.toCollection(destination: C): C {
    for (item in this) {
        destination.add(item)
    }
    return destination
}

*/

public fun <C : MutableCollection<in Short>> ShortArray.toCollection(destination: C): C {
    for (item in this) {
        destination.add(item)
    }
    return destination
}

*/

public fun <C : MutableCollection<in Int>> IntArray.toCollection(destination: C): C {
    for (item in this) {
        destination.add(item)
    }
    return destination
}

*/

public fun <C :MutableCollection<in Long>> LongArray.toCollection(destination: C): C {
    for (item in this) {
        destination.add(item)
    }
    return destination
}

*/

public fun <C : MutableCollection<in Float>> FloatArray.toCollection(destination: C): C {
    for (item in this) {
        destination.add(item)
    }
    return destination
}

*/

public fun <C : MutableCollection<in Double>> DoubleArray.toCollection(destination: C): C {
    for (item in this) {
        destination.add(item)
    }
    return destination
}

*/
destination.add(item) // return destination
    }
    return destination
}

/**
 * Appends all elements to the given [destination] collection.
 */
public fun <C : MutableCollection<in Boolean>> BooleanArray.toCollection(destination: C): C {
    for (item in this) {
        destination.add(item)
    }
    return destination
}

/**
 * Appends all elements to the given [destination] collection.
 */
public fun <C : MutableCollection<in Char>> CharArray.toCollection(destination: C): C {
    for (item in this) {
        destination.add(item)
    }
    return destination
}

/**
 * Appends all elements to the given [destination] collection.
 */
public fun <C : MutableCollection<in Double>> DoubleArray.toCollection(destination: C): C {
    for (item in this) {
        destination.add(item)
    }
    return destination
}

/**
 * Appends all elements to the given [destination] collection.
 */
public fun <C : MutableCollection<in Float>> FloatArray.toCollection(destination: C): C {
    for (item in this) {
        destination.add(item)
    }
    return destination
}

/**
 * Appends all elements to the given [destination] collection.
 */
public fun <C : MutableCollection<in Int>> IntArray.toCollection(destination: C): C {
    for (item in this) {
        destination.add(item)
    }
    return destination
}

/**
 * Appends all elements to the given [destination] collection.
 */
public fun <C : MutableCollection<in Long>> LongArray.toCollection(destination: C): C {
    for (item in this) {
        destination.add(item)
    }
    return destination
}

/**
 * Appends all elements to the given [destination] collection.
 */
public fun <C : MutableCollection<in Short>> ShortArray.toCollection(destination: C): C {
    for (item in this) {
        destination.add(item)
    }
    return destination
}

/**
 * Appends all elements to the given [destination] collection.
 */
public fun <C : MutableCollection<in Byte>> ByteArray.toCollection(destination: C): C {
    for (item in this) {
        destination.add(item)
    }
    return destination
}

/**
 * Appends all elements to the given [destination] collection.
 */
public fun <C : MutableCollection<in Char>> CharArray.toCollection(destination: C): C {
    for (item in this) {
        destination.add(item)
    }
    return destination
}

/**
 * Appends all elements to the given [destination] collection.
 */
public fun <C : MutableCollection<in Boolean>> BooleanArray.toMutableList(): MutableList<C> {
    return ArrayList(this.asCollection())
}

/**
 * Appends all elements to the given [destination] collection.
 */
public fun <C : MutableCollection<in Char>> CharArray.toMutableList(): MutableList<C> {
    val list = ArrayList<C>(size)
    for (item in this) list.add(item)
    return list
}

/**
 * Appends all elements to the given [destination] collection.
 */
public fun <C : MutableCollection<in Double>> DoubleArray.toMutableList(): MutableList<C> {
    val list = ArrayList<C>(size)
    for (item in this) list.add(item)
    return list
}

/**
 * Appends all elements to the given [destination] collection.
 */
public fun <C : MutableCollection<in Float>> FloatArray.toMutableList(): MutableList<C> {
    val list = ArrayList<C>(size)
    for (item in this) list.add(item)
    return list
}

/**
 * Appends all elements to the given [destination] collection.
 */
public fun <C : MutableCollection<in Int>> IntArray.toMutableList(): MutableList<C> {
    val list = ArrayList<C>(size)
    for (item in this) list.add(item)
    return list
}

/**
 * Appends all elements to the given [destination] collection.
 */
public fun <C : MutableCollection<in Long>> LongArray.toMutableList(): MutableList<C> {
    val list = ArrayList<C>(size)
    for (item in this) list.add(item)
    return list
}

/**
 * Appends all elements to the given [destination] collection.
 */
public fun <C :MutableCollection<in Short>> ShortArray.toMutableList(): MutableList<C> {
    val list = ArrayList<C>(size)
    for (item in this) list.add(item)
    return list
}

/**
 * Appends all elements to the given [destination] collection.
 */
public fun <C : MutableCollection<in Byte>> ByteArray.toMutableList(): MutableList<C> {
    val list = ArrayList<C>(size)
    for (item in this) list.add(item)
    return list
}

/**
 * Appends all elements to the given [destination] collection.
 */
public fun <C : MutableCollection<in Char>> CharArray.toMutableList(): MutableList<C> {
    val list = ArrayList<C>(size)
    for (item in this) list.add(item)
    return list
}

/**
 * Appends all elements to the given [destination] collection.
 */
public fun <C : MutableCollection<in Boolean>> BooleanArray.toMutableList(): MutableList<C> {
    val list = ArrayList(C(this.asCollection())
    return list
}

/**
 * Appends all elements to the given [destination] collection.
 */
public fun <C : MutableCollection<in Char>> CharArray.toMutableList(): MutableList<C> {
    val list = ArrayList(C(this.asCollection())
    return list
}

/**
 * Appends all elements to the given [destination] collection.
 */
public fun <C : MutableCollection<in Double>> DoubleArray.toMutableList(): MutableList<C> {
    val list = ArrayList(C(this.asCollection())
    return list
}

/**
 * Appends all elements to the given [destination] collection.
 */
public fun <C :MutableCollection<in Float>> FloatArray.toMutableList(): MutableList<C> {
    val list = ArrayList(C(this.asCollection())
    return list
}

/**
 * Appends all elements to the given [destination] collection.
 */
public fun <C :MutableCollection<in Int>> IntArray.toMutableList(): MutableList<C> {
    val list = ArrayList(C(this.asCollection())
    return list
}

/**
 * Appends all elements to the given [destination] collection.
 */
public fun <C :MutableCollection<in Long>> LongArray.toMutableList(): MutableList<C> {
    val list = ArrayList(C(this.asCollection())
    return list
}

/**
 * Appends all elements to the given [destination] collection.
 */
public fun <C :MutableCollection<in Short>> ShortArray.toMutableList(): MutableList<C> {
    val list = ArrayList(C(this.asCollection())
    return list
}

/**
 * Appends all elements to the given [destination] collection.
 */
public fun <C :MutableCollection<in Byte>> ByteArray.toMutableList(): MutableList<C> {
    val list = ArrayList(C(this.asCollection())
    return list
}

/**
 * Appends all elements to the given [destination] collection.
 */
public fun <C :MutableCollection<in Char>> CharArray.toMutableList(): MutableList<C> {
    val list = ArrayList(C(this.asCollection())
    return list
}

/**
 * Appends all elements to the given [destination] collection.
 */
public fun <C :MutableCollection<in Boolean>> BooleanArray.toMutableList(): MutableList<C> {
    val list = ArrayList(C(this.asCollection())
    return list
}
fun LongArray.toMutableList(): MutableList<Long> {
    val list = ArrayList<Long>(size)
    for (item in this) list.add(item)
    return list
}

/**
 * Returns a [MutableList] filled with all elements of this array.
 */
public fun FloatArray.toMutableList(): MutableList<Float> {
    val list = ArrayList<Float>(size)
    for (item in this) list.add(item)
    return list
}

/**
 * Returns a [MutableList] filled with all elements of this array.
 */
public fun DoubleArray.toMutableList(): MutableList<Double> {
    val list = ArrayList<Double>(size)
    for (item in this) list.add(item)
    return list
}

/**
 * Returns a [MutableList] filled with all elements of this array.
 */
public fun BooleanArray.toMutableList(): MutableList<Boolean> {
    val list = ArrayList<Boolean>(size)
    for (item in this) list.add(item)
    return list
}

/**
 * Returns a [MutableList] filled with all elements of this array.
 */
public fun CharArray.toMutableList(): MutableList<Char> {
    val list = ArrayList<Char>(size)
    for (item in this) list.add(item)
    return list
}

/**
 * Returns a [Set] of all elements.
 * The returned set preserves the element iteration order of the original array.
 */
public fun ByteArray.toSet(): Set<Byte> {
    return when (size) {
        0 -> emptySet() else -> toCollection(LinkedHashSet<Byte>(mapCapacity(size)))
    }
}

/**
 * Returns a [Set] of all elements.
 * The returned set preserves the element iteration order of the original array.
 */
public fun ShortArray.toSet(): Set<Short> {
    return when (size) {
        0 -> emptySet() else -> toCollection(LinkedHashSet<Short>(mapCapacity(size)))
    }
}

/**
 * Returns a [Set] of all elements.
 * The returned set preserves the element iteration order of the original array.
 */
public fun IntArray.toSet(): Set<Int> {
    return when (size) {
        0 -> emptySet() else -> toCollection(LinkedHashSet<Int>(mapCapacity(size)))
    }
}

/**
 * Returns a [Set] of all elements.
 * The returned set preserves the element iteration order of the original array.
 */
public fun LongArray.toSet(): Set<Long> {
    return when (size) {
        0 -> emptySet() else -> toCollection(LinkedHashSet<Long>(mapCapacity(size)))
    }
}

/**
 * Returns a [Set] of all elements.
 * The returned set preserves the element iteration order of the original array.
 */
public fun FloatArray.toSet(): Set<Float> {
    return when (size) {
        0 -> emptySet() else -> toCollection(LinkedHashSet<Float>(mapCapacity(size)))
    }
}

/**
 * Returns a [Set] of all elements.
 * The returned set preserves the element iteration order of the original array.
 */
public fun DoubleArray.toSet(): Set<Double> {
    return when (size) {
        0 -> emptySet() else -> toCollection(LinkedHashSet<Double>(mapCapacity(size)))
    }
}

/**
 * Returns a [Set] of all elements.
 * The returned set preserves the element iteration order of the original array.
 */
public fun BooleanArray.toSet(): Set<Boolean> {
    return when (size) {
        0 -> emptySet() else -> toCollection(LinkedHashSet<Boolean>(mapCapacity(size)))
    }
}

/**
 * Returns a [Set] of all elements.
 * The returned set preserves the element iteration order of the original array.
 */
public fun CharArray.toSet(): Set<Char> {
    return when (size) {
        0 -> emptySet() else -> toCollection(LinkedHashSet<Char>(mapCapacity(size)))
    }
}

/**
 * Returns a single list of all elements yielded from results of [transform] function being invoked on each element of original array.
 */
public fun ByteArray.flatMap(transform: (Byte) -> Iterable<R>): List<R> {
    return flatMapTo(ArrayList<R>(), transform)
public inline fun <R> IntArray.flatMap(transform: (Int) -> Iterable<R>): List<R> {
    return flatMapTo(ArrayList<R>(), transform)
}

/**
 * Returns a single list of all elements yielded from results of [transform] function being invoked on each element of original array.
 */
public inline fun <R> LongArray.flatMap(transform: (Long) -> Iterable<R>): List<R> {
    return flatMapTo(ArrayList<R>(), transform)
}

/**
 * Returns a single list of all elements yielded from results of [transform] function being invoked on each element of original array.
 */
public inline fun <R> FloatArray.flatMap(transform: (Float) -> Iterable<R>): List<R> {
    return flatMapTo(ArrayList<R>(), transform)
}

/**
 * Returns a single list of all elements yielded from results of [transform] function being invoked on each element of original array.
 */
public inline fun <R> DoubleArray.flatMap(transform: (Double) -> Iterable<R>): List<R> {
    return flatMapTo(ArrayList<R>(), transform)
}

/**
 * Returns a single list of all elements yielded from results of [transform] function being invoked on each element of original array.
 */
public inline fun <R> BooleanArray.flatMap(transform: (Boolean) -> Iterable<R>): List<R> {
    return flatMapTo(ArrayList<R>(), transform)
}

/**
 * Returns a single list of all elements yielded from results of [transform] function being invoked on each element of original array.
 */
public inline fun <R> CharArray.flatMap(transform: (Char) -> Iterable<R>): List<R> {
    return flatMapTo(ArrayList<R>(), transform)
}

/**
 * Appends all elements yielded from results of [transform] function being invoked on each element of original array, to the given [destination].
 */
public inline fun <T, R, C : MutableCollection<in R>> Array<out T>.flatMapTo(destination: C,
    transform: (T) -> Iterable<R>): C {
    for (element in this) {
        val list = transform(element)
        destination.addAll(list)
    }
    return destination
}

/**
 * Appends all elements yielded from results of [transform] function being invoked on each element of original array, to the given [destination].
 */
public inline fun <R, C : MutableCollection<in R>> ByteArray.flatMapTo(destination: C,
    transform: (Byte) -> Iterable<R>): C {
    for (element in this) {
        val list = transform(element)
        destination.addAll(list)
    }
    return destination
}

/**
 * Appends all elements yielded from results of [transform] function being invoked on each element of original array, to the given [destination].
 */
public inline fun <R, C : MutableCollection<in R>> ShortArray.flatMapTo(destination: C,
    transform: (Short) -> Iterable<R>): C {
    for (element in this) {
        val list = transform(element)
        destination.addAll(list)
    }
    return destination
}

/**
 * Appends all elements yielded from results of [transform] function being invoked on each element of original array, to the given [destination].
 */
public inline fun <R, C : MutableCollection<in R>> IntArray.flatMapTo(destination: C,
    transform: (Int) -> Iterable<R>): C {
    for (element in this) {
        val list = transform(element)
        destination.addAll(list)
    }
    return destination
}

/**
 * Appends all elements yielded from results of [transform] function being invoked on each element of original array, to the given [destination].
 */
public inline fun <R, C : MutableCollection<in R>> LongArray.flatMapTo(destination: C,
    transform: (Long) -> Iterable<R>): C {
    for (element in this) {
        val list = transform(element)
        destination.addAll(list)
    }
    return destination
}

/**
 * Appends all elements yielded from results of [transform] function being invoked on each element of original array, to the given [destination].
 */
public inline fun <R, C : MutableCollection<in R>> FloatArray.flatMapTo(destination: C,
    transform: (Float) -> Iterable<R>): C {
    for (element in this) {
        val list = transform(element)
        destination.addAll(list)
    }
    return destination
}

/**
 * Appends all elements yielded from results of [transform] function being invoked on each element of original array, to the given [destination].
 */
public inline fun <R, C : MutableCollection<in R>> DoubleArray.flatMapTo(destination: C,
    transform: (Double) -> Iterable<R>): C {
    for (element in this) {
        val list = transform(element)
        destination.addAll(list)
    }
    return destination
}
fun <R, C : MutableCollection<in R>> BooleanArray.flatMapTo(destination: C, transform: (Boolean) -> Iterable<R>): C {
    for (element in this) {
        val list = transform(element)
        destination.addAll(list)
    }
    return destination
}

/**
 * Appends all elements yielded from results of [transform] function being invoked on each element of original array, to the given [destination].
 */
public inline fun <R, C : MutableCollection<in R>> CharArray.flatMapTo(destination: C, transform: (Char) -> Iterable<R>): C {
    for (element in this) {
        val list = transform(element)
        destination.addAll(list)
    }
    return destination
}

/**
 * Groups elements of the original array by the key returned by the given [keySelector] function * applied to each element and returns a map where each group key is associated with a list of corresponding elements.
 * The returned map preserves the entry iteration order of the keys produced from the original array.
 */
public inline fun <K> ByteArray.groupBy(keySelector: (Byte) -> K): Map<K, List<Byte>> {
    return groupByTo(LinkedHashMap<K, MutableList<Byte>>(), keySelector)
}

/**
 * Groups elements of the original array by the key returned by the given [keySelector] function * applied to each element and returns a map where each group key is associated with a list of corresponding elements.
 * The returned map preserves the entry iteration order of the keys produced from the original array.
 */
public inline fun <K> ShortArray.groupBy(keySelector: (Short) -> K): Map<K, List<Short>> {
    return groupByTo(LinkedHashMap<K, MutableList<Short>>(), keySelector)
}

/**
 * Groups elements of the original array by the key returned by the given [keySelector] function * applied to each element and returns a map where each group key is associated with a list of corresponding elements.
 * The returned map preserves the entry iteration order of the keys produced from the original array.
 */
public inline fun <K> IntArray.groupBy(keySelector: (Int) -> K): Map<K, List<Int>> {
    return groupByTo(LinkedHashMap<K, MutableList<Int>>(), keySelector)
}

/**
 * Groups elements of the original array by the key returned by the given [keySelector] function * applied to each element and returns a map where each group key is associated with a list of corresponding elements.
 * The returned map preserves the entry iteration order of the keys produced from the original array.
 */
public inline fun <K> LongArray.groupBy(keySelector: (Long) -> K): Map<K, List<Long>> {
    return groupByTo(LinkedHashMap<K, MutableList<Long>>(), keySelector)
}

/**
 * Groups elements of the original array by the key returned by the given [keySelector] function * applied to each element and returns a map where each group key is associated with a list of corresponding elements.
 * The returned map preserves the entry iteration order of the keys produced from the original array.
 */
public inline fun <K> FloatArray.groupBy(keySelector: (Float) -> K): Map<K, List<Float>> {
    return groupByTo(LinkedHashMap<K, MutableList<Float>>(), keySelector)
}

/**
 * Groups elements of the original array by the key returned by the given [keySelector] function * applied to each element and returns a map where each group key is associated with a list of corresponding elements.
 * The returned map preserves the entry iteration order of the keys produced from the original array.
 */
public inline fun <K> DoubleArray.groupBy(keySelector: (Double) -> K): Map<K, List<Double>> {
    return groupByTo(LinkedHashMap<K, MutableList<Double>>(), keySelector)
}
samples.collections.Collections.Transformations.groupBy

BooleanArray.groupBy(keySelector: (Boolean) -> K): Map<K, List<Boolean>>

return

groupByTo(LinkedHashMap<K, MutableList<Boolean>>(), keySelector)\n
Groups elements of the original array by the key returned by the given [keySelector] function * applied to each element and returns a map where each group key is associated with a list of corresponding elements.\n
The returned map preserves the entry iteration order of the keys produced from the original array.\n
(BooleanArray.groupBy)

CharArray.groupBy(keySelector: (Char) -> K): Map<K, List<Char>>

return

groupByTo(LinkedHashMap<K, MutableList<Char>>(), keySelector)\n
Groups values returned by the [valueTransform] function applied to each element of the original array * by the key returned by the given [keySelector] function applied to the element * and returns a map where each group key is associated with a list of corresponding values.\n
The returned map preserves the entry iteration order of the keys produced from the original array.\n
(CharArray.groupBy)

Array<out T>.groupBy(keySelector: (T) -> K, valueTransform: (T) -> V): Map<K, List<V>>

return

groupByTo(LinkedHashMap<K, MutableList<V>>(), keySelector, valueTransform)\n
Groups values returned by the [valueTransform] function applied to each element of the original array * by the key returned by the given [keySelector] function applied to the element * and returns a map where each group key is associated with a list of corresponding values.\n
The returned map preserves the entry iteration order of the keys produced from the original array.\n
(Array<out T>.groupBy)

ShortArray.groupBy(keySelector: (Short) -> K, valueTransform: (Short) -> V): Map<K, List<V>>

return

groupByTo(LinkedHashMap<K, MutableList<V>>(), keySelector, valueTransform)\n
Groups values returned by the [valueTransform] function applied to each element of the original array * by the key returned by the given [keySelector] function applied to the element * and returns a map where each group key is associated with a list of corresponding values.\n
The returned map preserves the entry iteration order of the keys produced from the original array.\n
(ShortArray.groupBy)

IntArray.groupBy(keySelector: (Int) -> K, valueTransform: (Int) -> V): Map<K, List<V>>

return

groupByTo(LinkedHashMap<K, MutableList<V>>(), keySelector, valueTransform)\n
Groups values returned by the [valueTransform] function applied to each element of the original array * by the key returned by the given [keySelector] function applied to the element * and returns a map where each group key is associated with a list of corresponding values.\n
The returned map preserves the entry iteration order of the keys produced from the original array.\n
(IntArray.groupBy)

LongArray.groupBy(keySelector: (Long) -> K, valueTransform: (Long) -> V): Map<K, List<V>>

return

groupByTo(LinkedHashMap<K, MutableList<V>>(), keySelector, valueTransform)\n
Groups values returned by the [valueTransform] function applied to each element of the original array * by the key returned by the given [keySelector] function applied to the element * and returns a map where each group key is associated with a list of corresponding values.\n
The returned map preserves the entry iteration order of the keys produced from the original array.\n
(LongArray.groupBy)
FloatArray.groupBy(keySelector: (Float) -> K, valueTransform: (Float) -> V): Map<K, List<V>>

```kotlin
return groupByTo(LinkedHashMap<K, MutableList<V>>(), keySelector, valueTransform)
```

Groups values returned by the [valueTransform] function applied to each element of the original array by the key returned by the given [keySelector] function applied to each element and returns a map where each group key is associated with a list of corresponding values.

```kotlin
* The returned map preserves the entry iteration order of the keys produced from the original array.
```

```kotlin
samples.collections.Collections.Transformations.groupByKeysAndValues
```

```kotlin
public inline fun <K, V> DoubleArray.groupBy(keySelector: (Double) -> K, valueTransform: (Double) -> V): Map<K, List<V>>

return groupByTo(LinkedHashMap<K, MutableList<V>>(), keySelector, valueTransform)
```

Groups values returned by the [valueTransform] function applied to each element of the original array by the key returned by the given [keySelector] function applied to each element and returns a map where each group key is associated with a list of corresponding values.

```kotlin
* The returned map preserves the entry iteration order of the keys produced from the original array.
```

```kotlin
samples.collections.Collections.Transformations.groupByKeysAndValues
```

```kotlin
public inline fun <K, V> BooleanArray.groupBy(keySelector: (Boolean) -> K, valueTransform: (Boolean) -> V): Map<K, List<V>>

return groupByTo(LinkedHashMap<K, MutableList<V>>(), keySelector, valueTransform)
```

Groups values returned by the [valueTransform] function applied to each element of the original array by the key returned by the given [keySelector] function applied to each element and returns a map where each group key is associated with a list of corresponding values.

```kotlin
* The returned map preserves the entry iteration order of the keys produced from the original array.
```

```kotlin
samples.collections.Collections.Transformations.groupByKeysAndValues
```

```kotlin
public inline fun <K, V> CharArray.groupBy(keySelector: (Char) -> K, valueTransform: (Char) -> V): Map<K, List<V>>

return groupByTo(LinkedHashMap<K, MutableList<V>>(), keySelector, valueTransform)
```

Groups values returned by the [valueTransform] function applied to each element of the original array by the key returned by the given [keySelector] function applied to each element and returns a map where each group key is associated with a list of corresponding values.
element and puts to the [destination] map each group key associated with a list of corresponding elements.

```kotlin
public inline fun <K, M : MutableMap<in K, MutableList<Long>>> LongArray.groupByTo(destination: M, 
    keySelector: (Long) -> K): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) { ArrayList<Long>() }
        list.add(element)
    }
    return destination
}

/**
 * Groups elements of the original array by the key returned by the given [keySelector] function
 * @return The [destination] map
 */
public inline fun <K, M : MutableMap<in K, MutableList<Float>>> FloatArray.groupByTo(destination: M, 
    keySelector: (Float) -> K): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) { ArrayList<Float>() }
        list.add(element)
    }
    return destination
}

/**
 * Groups elements of the original array by the key returned by the given [keySelector] function
 * @return The [destination] map
 */
public inline fun <K, M : MutableMap<in K, MutableList<Double>>> DoubleArray.groupByTo(destination: M, 
    keySelector: (Double) -> K): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) { ArrayList<Double>() }
        list.add(element)
    }
    return destination
}

/**
 * Groups elements of the original array by the key returned by the given [keySelector] function
 * @return The [destination] map
 */
public inline fun <K, M : MutableMap<in K, MutableList<Boolean>>> BooleanArray.groupByTo(destination: M, 
    keySelector: (Boolean) -> K): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) { ArrayList<Boolean>() }
        list.add(element)
    }
    return destination
}

/**
 * Groups elements of the original array by the key returned by the given [keySelector] function
 * @return The [destination] map
 */
public inline fun <K, M : MutableMap<in K, MutableList<Char>>> CharArray.groupByTo(destination: M, 
    keySelector: (Char) -> K): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) { ArrayList<Char>() }
        list.add(element)
    }
    return destination
}

/**
 * Groups values returned by the [valueTransform] function applied to each element of the original array
 * by the key returned by the given [keySelector] function
 * @return The [destination] map
 */
public inline fun <T, K, V, M : MutableMap<in K, MutableList<V>>> Array<out T>.groupByTo(destination: M, 
    keySelector: (T) -> K, valueTransform: (T) -> V): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) { ArrayList<T>() }
        list.add(valueTransform(element))
    }
    return destination
}

/**
 * Groups values returned by the [valueTransform] function applied to each element of the original array
 * by the key returned by the given [keySelector] function applied to the element
 * @return The [destination] map
 */
public inline fun <K, V, M : MutableMap<in K, MutableList<V>>> ByteArray.groupByTo(destination: M, 
    keySelector: (Byte) -> K, valueTransform: (Byte) -> V): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) { ArrayList<Byte>() }
        list.add(valueTransform(element))
    }
    return destination
}
```
inline fun <K, V, M : MutableMap<in K, MutableList<V>>> ShortArray.groupByTo(destination: M, keySelector: (Short) -> K, valueTransform: (Short) -> V): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) { ArrayList<V>() } list.add(valueTransform(element))
    }
    return destination
}

/**
 * Groups values returned by the [valueTransform] function applied to each element of the
 * original array\n * by the key returned by the given [keySelector] function applied to the element\n * and puts to the [destination] map each group key associated with a list of corresponding values.\n * * @return The [destination] map.\n * * @sample samples.collections.Transformations.groupByKeysAndValues\n */
public inline fun <K, V, M : MutableMap<in K, MutableList<V>>> IntArray.groupByTo(destination: M, keySelector: (Int) -> K, valueTransform: (Int) -> V): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) { ArrayList<V>() } list.add(valueTransform(element))
    }
    return destination
}

/**
 * Groups values returned by the [valueTransform] function applied to each element of the
 * original array\n * by the key returned by the given [keySelector] function applied to the element\n * and puts to the [destination] map each group key associated with a list of corresponding values.\n * * @return The [destination] map.\n * * @sample samples.collections.Transformations.groupByKeysAndValues\n */
public inline fun <K, V, M : MutableMap<in K, MutableList<V>>> LongArray.groupByTo(destination: M, keySelector: (Long) -> K, valueTransform: (Long) -> V): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) { ArrayList<V>() } list.add(valueTransform(element))
    }
    return destination
}

/**
 * Groups values returned by the [valueTransform] function applied to each element of the
 * original array\n * by the key returned by the given [keySelector] function applied to the element\n * and puts to the [destination] map each group key associated with a list of corresponding values.\n * * @return The [destination] map.\n * * @sample samples.collections.Transformations.groupByKeysAndValues\n */
public inline fun <K, V, M : MutableMap<in K, MutableList<V>>> FloatArray.groupByTo(destination: M, keySelector: (Float) -> K, valueTransform: (Float) -> V): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) { ArrayList<V>() } list.add(valueTransform(element))
    }
    return destination
}

/**
 * Groups values returned by the [valueTransform] function applied to each element of the
 * original array\n * by the key returned by the given [keySelector] function applied to the element\n * and puts to the [destination] map each group key associated with a list of corresponding values.\n * * @return The [destination] map.\n * * @sample samples.collections.Transformations.groupByKeysAndValues\n */
public inline fun <K, V, M : MutableMap<in K, MutableList<V>>> DoubleArray.groupByTo(destination: M, keySelector: (Double) -> K, valueTransform: (Double) -> V): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) { ArrayList<V>() } list.add(valueTransform(element))
    }
    return destination
}

/**
 * Creates a [Grouping] source from an array to be used later with one of group-and-fold
 * operations\n * using the specified [keySelector] function to extract a key from each element.\n * * @return The [destination] map.\n * * @sample samples.collections.Transformations.groupByKeysAndValues\n */
public inline fun <K, V, M : MutableMap<in K, MutableList<V>>> CharArray.groupByTo(destination: M, keySelector: (Char) -> K, valueTransform: (Char) -> V): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) { ArrayList<V>() } list.add(valueTransform(element))
    }
    return destination
}
```kotlin
/**
 * Returns a list containing the results of applying the given [transform] function to each element in the original array.
 * 
 * @param transform function that takes each element in the original array and returns the result of the transform applied to the element.
 * @sample samples.collections.Transformations.map
 */
@SinceKotlin("1.1")
public inline fun <T, K> Array<out T>.groupingBy(crossinline keySelector: (T) -> K): Grouping<T, K> {
    return object : Grouping<T, K> {
        override fun sourceIterator(): Iterator<T> = this@groupingBy.iterator()
        override fun keyOf(element: T): K = keySelector(element)
    }
}

/**
 * Returns a list containing the results of applying the given [transform] function to each element in the original array.
 * 
 * @param transform function that takes each element in the original array and returns the result of the transform applied to the element.
 * @sample samples.collections.Transformations.map
 */
public inline fun <T, R> Array<out T>.map(transform: (T) -> R): List<R> {
    return mapTo(ArrayList<R>(size), transform)
}

/**
 * Returns a list containing the results of applying the given [transform] function to each element in the original array.
 * 
 * @param transform function that takes each element in the original array and returns the result of the transform applied to the element.
 * @sample samples.collections.Transformations.map
 */
public inline fun <R> ByteArray.map(transform: (Byte) -> R): List<R> {
    return mapTo(ArrayList<R>(size), transform)
}

/**
 * Returns a list containing the results of applying the given [transform] function to each element in the original array.
 * 
 * @param transform function that takes each element in the original array and returns the result of the transform applied to the element.
 * @sample samples.collections.Transformations.map
 */
public inline fun <R> ShortArray.map(transform: (Short) -> R): List<R> {
    return mapTo(ArrayList<R>(size), transform)
}

/**
 * Returns a list containing the results of applying the given [transform] function to each element in the original array.
 * 
 * @param transform function that takes each element in the original array and returns the result of the transform applied to the element.
 * @sample samples.collections.Transformations.map
 */
public inline fun <R> IntArray.map(transform: (Int) -> R): List<R> {
    return mapTo(ArrayList<R>(size), transform)
}

/**
 * Returns a list containing the results of applying the given [transform] function to each element in the original array.
 * 
 * @param transform function that takes each element in the original array and returns the result of the transform applied to the element.
 * @sample samples.collections.Transformations.map
 */
public inline fun <R> LongArray.map(transform: (Long) -> R): List<R> {
    return mapTo(ArrayList<R>(size), transform)
}

/**
 * Returns a list containing the results of applying the given [transform] function to each element in the original array.
 * 
 * @param transform function that takes each element in the original array and returns the result of the transform applied to the element.
 * @sample samples.collections.Transformations.map
 */
public inline fun <R> FloatArray.map(transform: (Float) -> R): List<R> {
    return mapTo(ArrayList<R>(size), transform)
}

/**
 * Returns a list containing the results of applying the given [transform] function to each element in the original array.
 * 
 * @param transform function that takes each element in the original array and returns the result of the transform applied to the element.
 * @sample samples.collections.Transformations.map
 */
public inline fun <R> DoubleArray.map(transform: (Double) -> R): List<R> {
    return mapTo(ArrayList<R>(size), transform)
}

/**
 * Returns a list containing the results of applying the given [transform] function to each element in the original array.
 * 
 * @param transform function that takes each element in the original array and returns the result of the transform applied to the element.
 * @sample samples.collections.Transformations.map
 */
public inline fun <R> BooleanArray.map(transform: (Boolean) -> R): List<R> {
    return mapTo(ArrayList<R>(size), transform)
}

/**
 * Returns a list containing the results of applying the given [transform] function to each element in the original array.
 * 
 * @param transform function that takes each element in the original array and returns the result of the transform applied to the element.
 * @sample samples.collections.Transformations.map
 */
public inline fun <R> CharArray.map(transform: (Char) -> R): List<R> {
    return mapTo(ArrayList<R>(size), transform)
}
```

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the given [transform] function\n * to each element and its index in the original array.\n * @param [transform]
 function that takes the index of an element and the element itself\n * and returns the result of the transform applied to the element.\n * @public inline fun <R> LongArray.mapIndexed(transform: (index: Int, Long) -> R): List<R> {\n return mapIndexedTo(ArrayList<R>(size), transform)\n * Returns a list containing the results of applying the given [transform] function\n * to each element and its index in the original array.\n * @param [transform] function that takes the index of an element and the element itself\n * and returns the result of the transform applied to the element.\n * @public inline fun <R> FloatArray.mapIndexed(transform: (index: Int, Float) -> R): List<R> {\n return mapIndexedTo(ArrayList<R>(size), transform)\n * Returns a list containing the results of applying the given [transform] function\n * to each element and its index in the original array.\n * @param [transform] function that takes the index of an element and the element itself\n * and returns the result of the transform applied to the element.\n * @public inline fun <R> DoubleArray.mapIndexed(transform: (index: Int, Double) -> R): List<R> {\n return mapIndexedTo(ArrayList<R>(size), transform)\n * Returns a list containing the results of applying the given [transform] function\n * to each element and its index in the original array.\n * @param [transform] function that takes the index of an element and the element itself\n * and returns the result of the transform applied to the element.\n * @public inline fun <R> BooleanArray.mapIndexed(transform: (index: Int, Boolean) -> R): List<R> {\n return mapIndexedTo(ArrayList<R>(size), transform)\n * Returns a list containing only the non-null results of applying the given [transform] function\n * to each element and its index in the original array.\n * @param [transform] function that takes the index of an element and the element itself\n * and returns the result of the transform applied to the element.\n * @public inline fun <R> CharArray.mapIndexed(transform: (index: Int, Char) -> R): List<R> {\n return mapIndexedTo(ArrayList<R>(size), transform)\n * Returns a list containing only the non-null results of applying the given [transform] function\n * to each element and its index in the original array.\n * @param [transform] function that takes the index of an element and the element itself\n * and returns the result of the transform applied to the element.\n * @public inline fun <R> ByteArray.mapIndexed(transform: (index: Int, Byte) -> R): List<R> {\n return mapIndexedTo(ArrayList<R>(size), transform)\n * Returns a list containing only the non-null results of applying the given [transform] function\n * to each element and its index in the original array.\n * @param [transform] function that takes the index of an element and the element itself\n * and returns the result of the transform applied to the element.\n * @public inline fun <R> ShortArray.mapIndexed(transform: (index: Int, Short) -> R): List<R> {\n return mapIndexedTo(ArrayList<R>(size), transform)\n * Returns a list containing only the non-null results of applying the given [transform] function\n * to each element and its index in the original array.\n * @param [transform] function that takes the index of an element and the element itself\n * and returns the result of the transform applied to the element.\n * @public inline fun <R> "Array".mapIndexedNotNull(transform: (index: Int, T) -> R?): List<R> {\n return mapIndexedNotNullTo(ArrayList<R>(), transform)\n * Applies the given [transform] function to each element and its index in the original array.\n * @param [transform] function that takes the index of an element and the element itself\n * and returns the result of the transform applied to the element.\n * @public inline fun <R> "Array".mapIndexedNotNullTo(destination: C, transform: (index: Int, T) -> R): List<R> {\n forEachIndexed { index, element -> transform(index, element)?\n * Returns a list containing only the non-null results of applying the given [transform] function\n * to each element and its index in the original array.\n * @param [transform] function that takes the index of an element and the element itself\n * and returns the result of the transform applied to the element.\n * @public inline fun <R> "Array".mapIndexedTo(destination: C, transform: (index: Int, T) -> R): List<R> {\n forEachIndexed { index, element -> transform(index, element)?\n * Returns a list containing only the non-null results of applying the given [transform] function\n * to each element and its index in the original array.\n * @param [transform] function that takes the index of an element and the element itself\n * and returns the result of the transform applied to the element.\n * @public inline fun <R> "Array".mapIndexedNotNullTo(destination: C, transform: (index: Int, T) -> R): List<R> {\n forEachIndexed { index, element -> transform(index, element)?\n * Returns a list containing only the non-null results of applying the given [transform] function\n * to each element and its index in the original array.\n * @param [transform] function that takes the index of an element and the element itself\n * and returns the result of the transform applied to the element.\n * @public inline fun <R> "Array".mapIndexedTo(destination: C, transform: (index: Int, T) -> R): List<R> {\n forEachIndexed { index, element -> transform(index, element)?\n * Returns a list containing only the non-null results of applying the given [transform] function\n * to each element and its index in the original array.\n * @param [transform] function that takes the index of an element and the element itself\n * and returns the result of the transform applied to the element.\n * @public inline fun <R> "Array".mapIndexedNotNullTo(destination: C, transform: (index: Int, T) -> R): List<R> {\n forEachIndexed { index, element -> transform(index, element)?\n * Returns a list containing only the non-null results of applying the given [transform] function\n * to each element and its index in the original array.\n * @param [transform] function that takes the index of an element and the element itself\n * and returns the result of the transform applied to the element.\n * @public inline fun <R> "Array".mapIndexedTo(destination: C, transform: (index: Int, T) -> R): List<R> {\n forEachIndexed { index, element -> transform(index, element)?\n * Returns a list containing only the non-null results of applying the given [transform] function\n * to each element and its index in the original array.\n * @param [transform] function that takes the index of an element and the element itself\n * and returns the result of the transform applied to the element.\n * @public inline fun <R> "Array".mapIndexedNotNullTo(destination: C, transform: (index: Int, T) -> R): List<R> {\n forEachIndexed { index, element -> transform(index, element)?\n * Returns a list containing only the non-null results of applying the given [transform] function\n * to each element and its index in the original array.\n * @param [transform] function that takes the index of an element and the element itself\n * and returns the result of the transform applied to the element.\n * @public inline fun <R> "Array".mapIndexedTo(destination: C, transform: (index: Int, T) -> R): List<R> {\n forEachIndexed { index, element -> transform(index, element)?\n * Returns a list containing only the non-null results of applying the given [transform] function\n * to each element and its index in the original array.\n * @param [transform] function that takes the index of an element and the element itself\n * and returns the result of the transform applied to the element.\n *
returns the result of the transform applied to the element.

```kotlin
public inline fun <R, C : MutableCollection<in R>>
IntArray.mapIndexedTo(destination: C, transform: (index: Int, Int) -> R): C {
    var index = 0
    for (item in this)
        destination.add(transform(index++, item))
    return destination
}

public inline fun <R, C : MutableCollection<in R>>
LongArray.mapIndexedTo(destination: C, transform: (index: Int, Long) -> R): C {
    var index = 0
    for (item in this)
        destination.add(transform(index++, item))
    return destination
}

public inline fun <R, C : MutableCollection<in R>>
FloatArray.mapIndexedTo(destination: C, transform: (index: Int, Float) -> R): C {
    var index = 0
    for (item in this)
        destination.add(transform(index++, item))
    return destination
}

public inline fun <R, C : MutableCollection<in R>>
DoubleArray.mapIndexedTo(destination: C, transform: (index: Int, Double) -> R): C {
    var index = 0
    for (item in this)
        destination.add(transform(index++, item))
    return destination
}

public inline fun <R, C : MutableCollection<in R>>
BooleanArray.mapIndexedTo(destination: C, transform: (index: Int, Boolean) -> R): C {
    var index = 0
    for (item in this)
        destination.add(transform(index++, item))
    return destination
}

public inline fun <R, C : MutableCollection<in R>>
CharArray.mapIndexedTo(destination: C, transform: (index: Int, Char) -> R): C {
    var index = 0
    for (item in this)
        destination.add(transform(index++, item))
    return destination
}
```

returns the result of the transform applied to the element.

```kotlin
public inline fun <T, R : Any> Array<out T>.mapNotNull(transform: (T) -> R?): List<R> {
    return mapNotNullTo(ArrayList<R>(), transform)
}

public inline fun <T, R : Any, C : MutableCollection<in R>>
Array<out T>.mapNotNullTo(destination: C, transform: (T) -> R?): C {
    forEach { element -> transform(element)?.let { destination.add(it) } }
    return destination
}

public inline fun <T, R, C : MutableCollection<in R>>
Array<out T>.mapTo(destination: C, transform: (T) -> R): C {
    for (item in this)
        destination.add(transform(item))
    return destination
}

public inline fun <R, C : MutableCollection<in R>>
ByteArray.mapTo(destination: C, transform: (Byte) -> R): C {
    for (item in this)
        destination.add(transform(item))
    return destination
}

public inline fun <R, C : MutableCollection<in R>>
ShortArray.mapTo(destination: C, transform: (Short) -> R): C {
    for (item in this)
        destination.add(transform(item))
    return destination
}
```

returns the result of the transform applied to the element.

```kotlin
Object
```
MutableCollection.<in R> LongArray.mapTo(destination: C, transform: (Long) -> R): C {
    \n    return destination.add(transform(item))
}

MutableCollection.<in R> FloatArray.mapTo(destination: C, transform: (Float) -> R): C {
    \n    return destination.add(transform(item))
}

MutableCollection.<in R> DoubleArray.mapTo(destination: C, transform: (Double) -> R): C {
    \n    return destination.add(transform(item))
}

MutableCollection.<in R> BooleanArray.mapTo(destination: C, transform: (Boolean) -> R): C {
    \n    return destination.add(transform(item))
}

MutableCollection.<in R> CharArray.mapTo(destination: C, transform: (Char) -> R): C {
    \n    return destination.add(transform(item))
}

Fun Array.<out T>.withIndex(): Iterable<IndexedValue<T>> {
    \n    return IndexingIterable { iterator() }\n}

Fun ByteArray.withIndex(): Iterable<IndexedValue<Byte>> {
    \n    return IndexingIterable { iterator() }\n}

Fun ShortArray.withIndex(): Iterable<IndexedValue<Short>> {
    \n    return IndexingIterable { iterator() }\n}

Fun IntArray.withIndex(): Iterable<IndexedValue<Int>> {
    \n    return IndexingIterable { iterator() }\n}

Fun LongArray.withIndex(): Iterable<IndexedValue<Long>> {
    \n    return IndexingIterable { iterator() }\n}

Fun FloatArray.withIndex(): Iterable<IndexedValue<Float>> {
    \n    return IndexingIterable { iterator() }\n}

Fun DoubleArray.withIndex(): Iterable<IndexedValue<Double>> {
    \n    return IndexingIterable { iterator() }\n}

Fun BooleanArray.withIndex(): Iterable<IndexedValue<Boolean>> {
    \n    return IndexingIterable { iterator() }\n}

Fun CharArray.withIndex(): Iterable<IndexedValue<Char>> {
    \n    return IndexingIterable { iterator() }\n}

Fun Array.<out T>.distinct(): List<T> {
    \n    return this.toMutableSet().toList()\n}

Fun ByteArray.distinct(): List<Byte> {
    \n    return this.toMutableSet().toList()\n}

Fun ShortArray.distinct(): List<Short> {
    \n    return this.toMutableSet().toList()\n}

Fun Transformations.distinctAndDistinctBy: 

List<Short> {\n  return this.toMutableSet().toList()\n}

/**
 * Returns a list containing only distinct elements from the given array.\n * The elements in the resulting list are in the same order as they were in the source array.\n */
public fun IntArray.distinct(): List<Int> {\n  return this.toMutableSet().toList()\n}

/**
 * Returns a list containing only distinct elements from the given array.\n * The elements in the resulting list are in the same order as they were in the source array.\n */
public fun LongArray.distinct(): List<Long> {\n  return this.toMutableSet().toList()\n}

/**
 * Returns a list containing only distinct elements from the given array.\n * The elements in the resulting list are in the same order as they were in the source array.\n */
public fun FloatArray.distinct(): List<Float> {\n  return this.toMutableSet().toList()\n}

/**
 * Returns a list containing only distinct elements from the given array.\n * The elements in the resulting list are in the same order as they were in the source array.\n */
public fun DoubleArray.distinct(): List<Double> {\n  return this.toMutableSet().toList()\n}

/**
 * Returns a list containing only distinct elements from the given array.\n * The elements in the resulting list are in the same order as they were in the source array.\n */
public fun BooleanArray.distinct(): List<Boolean> {\n  return this.toMutableSet().toList()\n}

/**
 * Returns a list containing only distinct elements from the given array.\n * The elements in the resulting list are in the same order as they were in the source array.\n */
public fun CharArray.distinct(): List<Char> {\n  return this.toMutableSet().toList()\n}

/**
 * Returns a list containing only elements from the given array having distinct keys returned by the given \[selector\] function.\n * The elements in the resulting list are in the same order as they were in the source array.\n */
public inline fun <T, K> Array<out T>.distinctBy(selector: (T) -> K): List<T> {\n  val set = HashSet<K>()\n  val list = ArrayList<T>()\n  for (e in this) {\n    val key = selector(e)\n    if (set.add(key))\n      list.add(e)\n  }\n  return list\n}

/**
 * Returns a list containing only elements from the given array having distinct keys returned by the given \[selector\] function.\n * The elements in the resulting list are in the same order as they were in the source array.\n */
public inline fun <K> ByteArray.distinctBy(selector: (Byte) -> K): List<Byte> {\n  val set = HashSet<K>()\n  val list = ArrayList<Byte>()\n  for (e in this) {\n    val key = selector(e)\n    if (set.add(key))\n      list.add(e)\n  }\n  return list\n}

/**
 * Returns a list containing only elements from the given array having distinct keys returned by the given \[selector\] function.\n * The elements in the resulting list are in the same order as they were in the source array.\n */
public inline fun <K> ShortArray.distinctBy(selector: (Short) -> K): List<Short> {\n  val set = HashSet<K>()\n  val list = ArrayList<Short>()\n  for (e in this) {\n    val key = selector(e)\n    if (set.add(key))\n      list.add(e)\n  }\n  return list\n}

/**
 * Returns a list containing only elements from the given array having distinct keys returned by the given \[selector\] function.\n * The elements in the resulting list are in the same order as they were in the source array.\n */
public inline fun <K> IntArray.distinctBy(selector: (Int) -> K): List<Int> {\n  val set = HashSet<K>()\n  val list = ArrayList<Int>()\n  for (e in this) {\n    val key = selector(e)\n    if (set.add(key))\n      list.add(e)\n  }\n  return list\n}

/**
 * Returns a list containing only elements from the given array having distinct keys returned by the given \[selector\] function.\n * The elements in the resulting list are in the same order as they were in the source array.\n */
public inline fun <K> LongArray.distinctBy(selector: (Long) -> K): List<Long> {\n  val set = HashSet<K>()\n  val list = ArrayList<Long>()\n  for (e in this) {\n    val key = selector(e)\n    if (set.add(key))\n      list.add(e)\n  }\n  return list\n}
```
/**
 * Returns a list containing only elements from the given array
 * having distinct keys returned by the given [selector] function.
 * The elements in the resulting list are in the same order as they
 * were in the source array.
 */
public inline fun <K> FloatArray.distinctBy(selector: (Float) -> K): List<Float> {
    val set = HashSet<K>()
    val list = ArrayList<Float>()
    for (e in this) {
        val key = selector(e)
        if (set.add(key))
            list.add(e)
    }
    return list
}

/**
 * Returns a list containing only elements from the given array
 * having distinct keys returned by the given [selector] function.
 * The elements in the resulting list are in the same order as they
 * were in the source array.
 */
public inline fun <K> DoubleArray.distinctBy(selector: (Double) -> K): List<Double> {
    val set = HashSet<K>()
    val list = ArrayList<Double>()
    for (e in this) {
        val key = selector(e)
        if (set.add(key))
            list.add(e)
    }
    return list
}

/**
 * Returns a list containing only elements from the given array
 * having distinct keys returned by the given [selector] function.
 * The elements in the resulting list are in the same order as they
 * were in the source array.
 */
public inline fun <K> BooleanArray.distinctBy(selector: (Boolean) -> K): List<Boolean> {
    val set = HashSet<K>()
    val list = ArrayList<Boolean>()
    for (e in this) {
        val key = selector(e)
        if (set.add(key))
            list.add(e)
    }
    return list
}

/**
 * Returns a list containing only elements from the given array
 * having distinct keys returned by the given [selector] function.
 * The elements in the resulting list are in the same order as they
 * were in the source array.
 */
public inline fun <K> CharArray.distinctBy(selector: (Char) -> K): List<Char> {
    val set = HashSet<K>()
    val list = ArrayList<Char>()
    for (e in this) {
        val key = selector(e)
        if (set.add(key))
            list.add(e)
    }
    return list
}

/**
 * Returns a set containing all elements that are contained by both this array and the specified
 * collection.
 * The returned set preserves the element iteration order of the original array.
 */
public infix fun <T> Array<out T>.intersect(other: Iterable<T>): Set<T> {
    val set = this.toMutableSet()
    set.retainAll(other)
    return set
}

/**
 * Returns a set containing all elements that are contained by both this array and the specified
 * collection.
 * The returned set preserves the element iteration order of the original array.
 */
public infix fun ByteArray.intersect(other: Iterable<Byte>): Set<Byte> {
    val set = this.toMutableSet()
    set.retainAll(other)
    return set
}

/**
 * Returns a set containing all elements that are contained by both this array and the specified
 * collection.
 * The returned set preserves the element iteration order of the original array.
 */
public infix fun ShortArray.intersect(other: Iterable<Short>): Set<Short> {
    val set = this.toMutableSet()
    set.retainAll(other)
    return set
}

/**
 * Returns a set containing all elements that are contained by both this array and the specified
 * collection.
 * The returned set preserves the element iteration order of the original array.
 */
public infix fun IntArray.intersect(other: Iterable<Int>): Set<Int> {
    val set = this.toMutableSet()
    set.retainAll(other)
    return set
}

/**
 * Returns a set containing all elements that are contained by both this array and the specified
 * collection.
 * The returned set preserves the element iteration order of the original array.
 */
public infix fun LongArray.intersect(other: Iterable<Long>): Set<Long> {
    val set = this.toMutableSet()
    set.retainAll(other)
    return set
}

/**
 * Returns a set containing all elements that are contained by both this array and the specified
 * collection.
 * The returned set preserves the element iteration order of the original array.
 */
public infix fun FloatArray.intersect(other: Iterable<Float>): Set<Float> {
    val set =
ByteArray.toMutableSet(): MutableSet<Byte> {
    val set = LinkedHashSet<Byte>(mapCapacity(size))
    for (array.
    * 
    * The returned set preserves the element iteration order of the original array.
    * \n    * To get a set containing all elements that are contained at least in one of these collections use [union].
    */
    public fun 
    * 
    * Returns a set containing all elements that are contained by this array and not contained by the specified collection.
    * \n    * The returned set preserves the element iteration order of the original array.
    * \n    * The returned set preserves the element iteration order of the original array.
    * \n    * Returns a set containing all elements that are contained by this array and not contained by the specified collection.
    * \n    * The returned set preserves the element iteration order of the original array.
    * \n    * Returns a set containing all elements that are contained by this array and not contained by the specified collection.
    * \n    * The returned set preserves the element iteration order of the original array.
    */
    public 
    * 
    * Returns a set containing all elements that are contained by this array and not contained by the specified collection.
    * \n    * The returned set preserves the element iteration order of the original array.
    * \n    * Returns a set containing all elements that are contained by this array and not contained by the specified collection.
    * \n    * The returned set preserves the element iteration order of the original array.
    * \n    * Returns a set containing all elements that are contained by this array and not contained by the specified collection.
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    * \n    * The returned set preserves the element iteration order of the original array.
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    * \n    * The returned set preserves the element iteration order of the original array.
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    * \n    * The returned set preserves the element iteration order of the original array.
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    * \n    * The returned set preserves the element iteration order of the original array.
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    * \n    * The returned set preserves the element iteration order of the original array.
    * \n    * Returns a set containing all elements that are contained by this array and not contained by the specified collection.
    * \n    * The returned set preserves the element iteration order of the original array.
    * \n    * Returns a set containing all elements that are contained by this array and not contained by the specified collection.
    * \n    * The returned set preserves the element iteration order of the original array.
    */
    public
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```kotlin
/**
 * Returns a set containing all distinct elements from both collections.
 * 
 * The returned set preserves the element iteration order of the original array.
 * Returns a mutable set containing all distinct elements from the given array.
 * The returned set preserves the element iteration order of the original array.
 * Unique are iterated in the end of the [other] collection.
 * 
 * To get a set containing all elements that are contained in both collections use [intersect].
 */
public infix fun IntArray.union(other: Iterable<Int>): Set<Int> {
    val set = this.toMutableSet()
    set.addAll(other)
    return set
}

/**
 * Returns a set containing all distinct elements from both collections.
 * 
 * The returned set preserves the element iteration order of the original array.
 * Unique are iterated in the end of the [other] collection.
 * 
 * To get a set containing all elements that are contained in both collections use [intersect].
 */
public infix fun ShortArray.union(other: Iterable<Short>): Set<Short> {
    val set = LinkedHashSet<Short>(mapCapacity(size))
    for (item in this) set.add(item)
    return set
}

/**
 * Returns a set containing all distinct elements from both collections.
 * 
 * The returned set preserves the element iteration order of the original array.
 * Unique are iterated in the end of the [other] collection.
 * 
 * To get a set containing all elements that are contained in both collections use [intersect].
 */
public infix fun ByteArray.union(other: Iterable<Byte>): Set<Byte> {
    val set = LinkedHashSet<Byte>(mapCapacity(size))
    for (item in this) set.add(item)
    return set
}

/**
 * Returns a set containing all distinct elements from the given array.
 * The returned set preserves the element iteration order of the original array.
 * Unique are iterated in the end of the [other] collection.
 * 
 * To get a set containing all elements that are contained in both collections use [intersect].
 */
public infix fun BooleanArray.union(other: Iterable<Boolean>): Set<Boolean> {
    val set = LinkedHashSet<Boolean>(mapCapacity(size))
    for (item in this) set.add(item)
    return set
}

/**
 * Returns a set containing all distinct elements from the given array.
 * The returned set preserves the element iteration order of the original array.
 * Unique are iterated in the end of the [other] collection.
 * 
 * To get a set containing all elements that are contained in both collections use [intersect].
 */
public infix fun <T> Array<out T>.union(other: Iterable<T>): Set<T> {
    val set = LinkedHashSet<T>(mapCapacity(size))
    for (item in this) set.add(item)
    return set
}
```

(continued on next page)
that are contained in both collections use \( \{ \text{intersect}\} \). ```kotlin
public infix fun FloatArray.union(other: Iterable<Float>): Set<Float> {
    val set = this.toMutableSet()
    set.addAll(other)
    return set
}
```

```kotlin
/**
 * Returns a set containing all distinct elements from both collections. \n * Those elements of the \[other\] collection that are unique are iterated in the end
 * in the order of the \[other\] collection. \n * To get a set containing all elements that are contained in both collections use
 * \( \{ \text{intersect}\} \). ```kotlin
public infix fun DoubleArray.union(other: Iterable<Double>): Set<Double> {
    val set = this.toMutableSet()
    set.addAll(other)
    return set
}
```

```kotlin
/**
 * Returns a set containing all distinct elements from both collections. \n * Those elements of the \[other\] collection that are unique are iterated in the end
 * in the order of the \[other\] collection. \n * To get a set containing all elements that are contained in both collections use
 * \( \{ \text{intersect}\} \). ```kotlin
public infix fun BooleanArray.union(other: Iterable<Boolean>): Set<Boolean> {
    val set = this.toMutableSet()
    set.addAll(other)
    return set
}
```

```kotlin
/**
 * Returns a set containing all distinct elements from both collections. \n * Those elements of the \[other\] collection that are unique are iterated in the end
 * in the order of the \[other\] collection. \n * To get a set containing all elements that are contained in both collections use
 * \( \{ \text{intersect}\} \). ```kotlin
public infix fun CharArray.union(other: Iterable<Char>): Set<Char> {
    val set = this.toMutableSet()
    set.addAll(other)
    return set
}
```

```kotlin
/**
 * Returns `true` if all elements match the given \[predicate\].
 * 
 * @sample samples.collections.Collections.Aggregates.all
 */
public inline fun <T> Array<out T>.all(predicate: (T) -> Boolean): Boolean {
    for (element in this) if (!predicate(element)) return false
    return true
}
```

```kotlin
/**
 * Returns `true` if array has at least one element.
 * 
 * @sample samples.collections.Collections.Aggregates.any
 */
public fun ByteArray.any(): Boolean {
    return !isEmpty()
}
```

```kotlin
/**
 * Returns `true` if array has at least one element.
 * 
 * @sample samples.collections.Collections.Aggregates.any
 */
public fun ShortArray.any(): Boolean {
    return !isEmpty()
}
```

```kotlin
/**
 * Returns `true` if array has at least one element.
 * 
 * @sample samples.collections.Collections.Aggregates.any
 */
public fun IntArray.any(): Boolean {
    return !isEmpty()
}
```

```kotlin
/**
 * Returns `true` if array has at least one element.
 * 
 * @sample samples.collections.Collections.Aggregates.any
 */
public fun LongArray.any(): Boolean {
    return !isEmpty()
}
```

```kotlin
/**
 * Returns `true` if array has at least one element.
 * 
 * @sample samples.collections.Collections.Aggregates.any
 */
public fun FloatArray.any(): Boolean {
    return !isEmpty()
}
```

```kotlin
/**
 * Returns `true` if array has at least one element.
 * 
 * @sample samples.collections.Collections.Aggregates.any
 */
public fun DoubleArray.any(): Boolean {
    return !isEmpty()
}
```

```kotlin
/**
 * Returns `true` if array has at least one element.
 * 
 * @sample samples.collections.Collections.Aggregates.any
 */
public fun BooleanArray.any(): Boolean {
    return !isEmpty()
}
```
the number of elements in this array.\n */

/*@kotlin.internal.InlineOnly*/
public inline fun CharArray.count(): Int {
    /*@
    * Returns the number of elements matching the given [predicate].
    */
    var count = 0
    for (element in this) if (predicate(element)) ++count
    return count
}

/**
 * Returns the number of elements matching the given [predicate].
 */
public inline fun <T> Array<T>.count(predicate: (T) -> Boolean): Int {
    var count = 0
    for (element in this) if (predicate(element)) ++count
    return count
}

/**
 * Returns the number of elements matching the given [predicate].
 */
public inline fun ByteArray.count(predicate: (Byte) -> Boolean): Int {
    var count = 0
    for (element in this) if (predicate(element)) ++count
    return count
}

/**
 * Returns the number of elements matching the given [predicate].
 */
public inline fun ShortArray.count(predicate: (Short) -> Boolean): Int {
    var count = 0
    for (element in this) if (predicate(element)) ++count
    return count
}

/**
 * Returns the number of elements matching the given [predicate].
 */
public inline fun IntArray.count(predicate: (Int) -> Boolean): Int {
    var count = 0
    for (element in this) if (predicate(element)) ++count
    return count
}

/**
 * Returns the number of elements matching the given [predicate].
 */
public inline fun LongArray.count(predicate: (Long) -> Boolean): Int {
    var count = 0
    for (element in this) if (predicate(element)) ++count
    return count
}

/**
 * Returns the number of elements matching the given [predicate].
 */
public inline fun FloatArray.count(predicate: (Float) -> Boolean): Int {
    var count = 0
    for (element in this) if (predicate(element)) ++count
    return count
}

/**
 * Returns the number of elements matching the given [predicate].
 */
public inline fun DoubleArray.count(predicate: (Double) -> Boolean): Int {
    var count = 0
    for (element in this) if (predicate(element)) ++count
    return count
}

/**
 * Returns the number of elements matching the given [predicate].
 */
public inline fun BooleanArray.count(predicate: (Boolean) -> Boolean): Int {
    var count = 0
    for (element in this) if (predicate(element)) ++count
    return count
}

/**
 * Returns the number of elements matching the given [predicate].
 */
public inline fun CharArray.count(predicate: (Char) -> Boolean): Int {
    var count = 0
    for (element in this) if (predicate(element)) ++count
    return count
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from left to right to current accumulator value and each element.
 */
public inline fun <T, R> Array<T>.fold(initial: R, operation: (acc: R, T) -> R): R {
    var accumulator = initial
    for (element in this) accumulator = operation(accumulator, element)
    return accumulator
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from left to right to current accumulator value and each element.
 */
public inline fun <R> ByteArray.fold(initial: R, operation: (acc: R, Byte) -> R): R {
    var accumulator = initial
    for (element in this) accumulator = operation(accumulator, element)
    return accumulator
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from left to right to current accumulator value and each element.
 */
public inline fun <R> ShortArray.fold(initial: R, operation: (acc: R, Short) -> R): R {
    var accumulator = initial
    for (element in this) accumulator = operation(accumulator, element)
    return accumulator
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from left to right to current accumulator value and each element.
 */
public inline fun <R> IntArray.fold(initial: R, operation: (acc: R, Int) -> R): R {
    var accumulator = initial
    for (element in this) accumulator = operation(accumulator, element)
    return accumulator
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from left to right to current accumulator value and each element.
 */
public inline fun <R> LongArray.fold(initial: R, operation: (acc: R, Long) -> R): R {
    var accumulator = initial
    for (element in this) accumulator = operation(accumulator, element)
    return accumulator
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from left to right to current accumulator value and each element.
 */
public inline fun <R> FloatArray.fold(initial: R, operation: (acc: R, Float) -> R): R {
    var accumulator = initial
    for (element in this) accumulator = operation(accumulator, element)
    return accumulator
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from left to right to current accumulator value and each element.
 */
public inline fun <R> DoubleArray.fold(initial: R, operation: (acc: R, Double) -> R): R {
    var accumulator = initial
    for (element in this) accumulator = operation(accumulator, element)
    return accumulator
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from left to right to current accumulator value and each element.
 */
public inline fun <R> BooleanArray.fold(initial: R, operation: (acc: R, Boolean) -> R): R {
    var accumulator = initial
    for (element in this) accumulator = operation(accumulator, element)
    return accumulator
}
value and applying [operation] from left to right to current accumulator value and each element.

```kotlin
fun <R> CharArray.fold(initial: R, operation: (acc: R, Char) -> R): R {
    var accumulator = initial
    for (element in this) accumulator = operation(accumulator, element)
    return accumulator
}
```

```kotlin
fun <R> ByteArray.foldIndexed(initial: R, operation: (index: Int, acc: R, Byte) -> R): R {
    var accumulator = initial
    for (index in this) accumulator = operation(accumulator, index, element)
    return accumulator
}
```

```kotlin
fun <R> IntArray.foldIndexed(initial: R, operation: (index: Int, acc: R, Int) -> R): R {
    var accumulator = initial
    for (index in this) accumulator = operation(index, accumulator, element)
    return accumulator
}
```

```kotlin
fun <R> LongArray.foldIndexed(initial: R, operation: (index: Int, acc: R, Long) -> R): R {
    var accumulator = initial
    for (index in this) accumulator = operation(index, accumulator, element)
    return accumulator
}
```

```kotlin
fun <R> DoubleArray.foldIndexed(initial: R, operation: (index: Int, acc: R, Double) -> R): R {
    var accumulator = initial
    for (index in this) accumulator = operation(index, accumulator, element)
    return accumulator
}
```

```kotlin
fun <R> ShortArray.foldIndexed(initial: R, operation: (index: Int, acc: R, Short) -> R): R {
    var accumulator = initial
    for (index in this) accumulator = operation(index, accumulator, element)
    return accumulator
}
```

```kotlin
fun <R> FloatArray.foldIndexed(initial: R, operation: (index: Int, acc: R, Float) -> R): R {
    var accumulator = initial
    for (index in this) accumulator = operation(index, accumulator, element)
    return accumulator
}
```

```kotlin
fun <R> BooleanArray.foldIndexed(initial: R, operation: (index: Int, acc: R, Boolean) -> R): R {
    var accumulator = initial
    for (index in this) accumulator = operation(index, accumulator, element)
    return accumulator
}
```

```kotlin
fun <T, R> Array<out T>.foldIndexed(initial: R, operation: (index: Int, acc: R, T) -> R): R {
    var accumulator = initial
    for (element in this) accumulator = operation(accumulator, element)
    return accumulator
}
```

```kotlin
fun <R>CharArray.fold(initial: R, operation: (acc: R, Char) -> R): R {
    var accumulator = initial
    for (element in this) accumulator = operation(accumulator, element)
    return accumulator
}
```

```kotlin
fun <R> BooleanArray.foldIndexed(initial: R, operation: (index: Int, acc: R, Boolean) -> R): R {
    var accumulator = initial
    for (element in this) accumulator = operation(index, accumulator, element)
    return accumulator
}
```

```kotlin
fun <R> IntArray.foldIndexed(initial: R, operation: (index: Int, acc: R, Int) -> R): R {
    var accumulator = initial
    for (element in this) accumulator = operation(index, accumulator, element)
    return accumulator
}
```

```kotlin
fun <R> LongArray.foldIndexed(initial: R, operation: (index: Int, acc: R, Long) -> R): R {
    var accumulator = initial
    for (element in this) accumulator = operation(index, accumulator, element)
    return accumulator
}
```

```kotlin
fun <R> DoubleArray.foldIndexed(initial: R, operation: (index: Int, acc: R, Double) -> R): R {
    var accumulator = initial
    for (element in this) accumulator = operation(index, accumulator, element)
    return accumulator
}
```

```kotlin
fun <R> ShortArray.foldIndexed(initial: R, operation: (index: Int, acc: R, Short) -> R): R {
    var accumulator = initial
    for (element in this) accumulator = operation(index, accumulator, element)
    return accumulator
}
```

```kotlin
fun <R> FloatArray.foldIndexed(initial: R, operation: (index: Int, acc: R, Float) -> R): R {
    var accumulator = initial
    for (element in this) accumulator = operation(index, accumulator, element)
    return accumulator
}
```

```kotlin
fun <R> BooleanArray.foldIndexed(initial: R, operation: (index: Int, acc: R, Boolean) -> R): R {
    var accumulator = initial
    for (element in this) accumulator = operation(index, accumulator, element)
    return accumulator
}
```

```kotlin
fun <R> CharArray.fold(initial: R, operation: (acc: R, Char) -> R): R {
    var accumulator = initial
    for (element in this) accumulator = operation(accumulator, element)
    return accumulator
}
```

```kotlin
fun <R> ByteArray.foldIndexed(initial: R, operation: (index: Int, acc: R, Byte) -> R): R {
    var accumulator = initial
    for (index in this) accumulator = operation(index, accumulator, element)
    return accumulator
}
```

```kotlin
fun <R> IntArray.foldIndexed(initial: R, operation: (index: Int, acc: R, Int) -> R): R {
    var accumulator = initial
    for (index in this) accumulator = operation(index, accumulator, element)
    return accumulator
}
```

```kotlin
fun <R> LongArray.foldIndexed(initial: R, operation: (index: Int, acc: R, Long) -> R): R {
    var accumulator = initial
    for (index in this) accumulator = operation(index, accumulator, element)
    return accumulator
}
```

```kotlin
fun <R> DoubleArray.foldIndexed(initial: R, operation: (index: Int, acc: R, Double) -> R): R {
    var accumulator = initial
    for (index in this) accumulator = operation(index, accumulator, element)
    return accumulator
}
```

```kotlin
fun <R> ShortArray.foldIndexed(initial: R, operation: (index: Int, acc: R, Short) -> R): R {
    var accumulator = initial
    for (index in this) accumulator = operation(index, accumulator, element)
    return accumulator
}
```

```kotlin
fun <R> FloatArray.foldIndexed(initial: R, operation: (index: Int, acc: R, Float) -> R): R {
    var accumulator = initial
    for (index in this) accumulator = operation(index, accumulator, element)
    return accumulator
}
```

```kotlin
fun <R> BooleanArray.foldIndexed(initial: R, operation: (index: Int, acc: R, Boolean) -> R): R {
    var accumulator = initial
    for (index in this) accumulator = operation(index, accumulator, element)
    return accumulator
}
```

```kotlin
fun <R> CharArray.fold(initial: R, operation: (acc: R, Char) -> R): R {
    var accumulator = initial
    for (element in this) accumulator = operation(accumulator, element)
    return accumulator
}
```

```kotlin
fun <R> ByteArray.foldIndexed(initial: R, operation: (index: Int, acc: R, Byte) -> R): R {
    var accumulator = initial
    for (index in this) accumulator = operation(index, accumulator, element)
    return accumulator
}
```

```kotlin
fun <R> IntArray.foldIndexed(initial: R, operation: (index: Int, acc: R, Int) -> R): R {
    var accumulator = initial
    for (index in this) accumulator = operation(index, accumulator, element)
    return accumulator
}
```

```kotlin
fun <R> LongArray.foldIndexed(initial: R, operation: (index: Int, acc: R, Long) -> R): R {
    var accumulator = initial
    for (index in this) accumulator = operation(index, accumulator, element)
    return accumulator
}
```

```kotlin
fun <R> DoubleArray.foldIndexed(initial: R, operation: (index: Int, acc: R, Double) -> R): R {
    var accumulator = initial
    for (index in this) accumulator = operation(index, accumulator, element)
    return accumulator
}
```

```kotlin
fun <R> ShortArray.foldIndexed(initial: R, operation: (index: Int, acc: R, Short) -> R): R {
    var accumulator = initial
    for (index in this) accumulator = operation(index, accumulator, element)
    return accumulator
}
```

```kotlin
fun <R> FloatArray.foldIndexed(initial: R, operation: (index: Int, acc: R, Float) -> R): R {
    var accumulator = initial
    for (index in this) accumulator = operation(index, accumulator, element)
    return accumulator
}
```

```kotlin
fun <R> BooleanArray.foldIndexed(initial: R, operation: (index: Int, acc: R, Boolean) -> R): R {
    var accumulator = initial
    for (index in this) accumulator = operation(index, accumulator, element)
    return accumulator
}
```

```kotlin
fun <R> CharArray.fold(initial: R, operation: (acc: R, Char) -> R): R {
    var accumulator = initial
    for (element in this) accumulator = operation(accumulator, element)
    return accumulator
}
```

```kotlin
fun <R> ByteArray.foldIndexed(initial: R, operation: (index: Int, acc: R, Byte) -> R): R {
    var accumulator = initial
    for (index in this) accumulator = operation(index, accumulator, element)
    return accumulator
}
```

```kotlin
fun <R> IntArray.foldIndexed(initial: R, operation: (index: Int, acc: R, Int) -> R): R {
    var accumulator = initial
    for (index in this) accumulator = operation(index, accumulator, element)
    return accumulator
}
```

```kotlin
fun <R> LongArray.foldIndexed(initial: R, operation: (index: Int, acc: R, Long) -> R): R {
    var accumulator = initial
    for (index in this) accumulator = operation(index, accumulator, element)
    return accumulator
}
```

```kotlin
fun <R> DoubleArray.foldIndexed(initial: R, operation: (index: Int, acc: R, Double) -> R): R {
    var accumulator = initial
    for (index in this) accumulator = operation(index, accumulator, element)
    return accumulator
}
```

```kotlin
fun <R> ShortArray.foldIndexed(initial: R, operation: (index: Int, acc: R, Short) -> R): R {
    var accumulator = initial
    for (index in this) accumulator = operation(index, accumulator, element)
    return accumulator
}
```

```kotlin
fun <R> FloatArray.foldIndexed(initial: R, operation: (index: Int, acc: R, Float) -> R): R {
    var accumulator = initial
    for (index in this) accumulator = operation(index, accumulator, element)
    return accumulator
}
```

```kotlin
fun <R> BooleanArray.foldIndexed(initial: R, operation: (index: Int, acc: R, Boolean) -> R): R {
    var accumulator = initial
    for (index in this) accumulator = operation(index, accumulator, element)
    return accumulator
}
```

```kotlin
fun <R> CharArray.fold(initial: R, operation: (acc: R, Char) -> R): R {
    var accumulator = initial
    for (element in this) accumulator = operation(accumulator, element)
    return accumulator
}
```
var index = lastIndex
var accumulator = initial
while (index >= 0) {
    accumulator = operation(index, get(index), accumulator)
    --index
} return accumulator

/**
 * Accumulates value starting with [initial] value and applying [operation] from right to left to each element and current accumulator value.
 */
public inline fun <T, R> Array<out T>.foldRightIndexed(initial: R, operation: (T, acc: R) -> R): R {
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from right to left to each element and current accumulator value.
 */
public inline fun <R> CharArray.foldRightIndexed(initial: R, operation: (index: Int, acc: R, Char) -> R): R {
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(get(index--), get(index), accumulator)
    }
    return accumulator
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from right to left to each element and current accumulator value.
 */
public inline fun <R> CharArray.foldRight(initial: R, operation: (Char, acc: R) -> R): R {
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(get(index--), get(index), accumulator)
    }
    return accumulator
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from right to left to each element and current accumulator value.
 */
public inline fun <R> ByteArray.foldRightIndexed(initial: R, operation: (Byte, acc: R) -> R): R {
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(get(index--), get(index), accumulator)
    }
    return accumulator
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from right to left to each element and current accumulator value.
 */
public inline fun <R> String.foldRight(initial: R, operation: (Int, acc: R) -> R): R {
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(get(index--), get(index), accumulator)
    }
    return accumulator
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from right to left to each element and current accumulator value.
 */
public inline fun <R> IntArray.foldRight(initial: R, operation: (Int, acc: R) -> R): R {
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(get(index--), get(index), accumulator)
    }
    return accumulator
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from right to left to each element and current accumulator value.
 */
public inline fun <R> LongArray.foldRight(initial: R, operation: (Long, acc: R) -> R): R {
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(get(index--), get(index), accumulator)
    }
    return accumulator
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from right to left to each element and current accumulator value.
 */
public inline fun <R> DoubleArray.foldRight(initial: R, operation: (Double, acc: R) -> R): R {
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(get(index--), get(index), accumulator)
    }
    return accumulator
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from right to left to each element and current accumulator value.
 */
public inline fun <R> BooleanArray.foldRight(initial: R, operation: (Boolean, acc: R) -> R): R {
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(get(index--), get(index), accumulator)
    }
    return accumulator
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from right to left to each element and current accumulator value.
 */
public inline fun <R> FloatArray.foldRight(initial: R, operation: (Float, acc: R) -> R): R {
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(get(index--), get(index), accumulator)
    }
    return accumulator
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from right to left to each element and current accumulator value.
 */
public inline fun <R> ShortArray.foldRight(initial: R, operation: (Short, acc: R) -> R): R {
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(get(index--), get(index), accumulator)
    }
    return accumulator
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from right to left to each element and current accumulator value.
 */
public inline fun <R> CharArray.foldIndexed(initial: R, operation: (Int, acc: R, Char) -> R): R {
    var index = 0
    var accumulator = initial
    for (element in this) accumulator = operation(index++, accumulator, element)
    return accumulator
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from right to left to each element and current accumulator value.
 */
public inline fun <R> CharArray.foldIndexed(initial: R, operation: (Char, acc: R) -> R): R {
    var index = 0
    var accumulator = initial
    for (element in this) accumulator = operation(index++, accumulator, element)
    return accumulator
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from right to left to each element and current accumulator value.
 */
public inline fun <R> ByteArray.foldIndexed(initial: R, operation: (Byte, acc: R) -> R): R {
    var index = 0
    var accumulator = initial
    for (element in this) accumulator = operation(index++, accumulator, element)
    return accumulator
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from right to left to each element and current accumulator value.
 */
public inline fun <R> String.foldIndexed(initial: R, operation: (Int, acc: R) -> R): R {
    var index = 0
    var accumulator = initial
    for (element in this) accumulator = operation(index++, accumulator, element)
    return accumulator
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from right to left to each element and current accumulator value.
 */
public inline fun <R> IntArray.foldIndexed(initial: R, operation: (Int, acc: R) -> R): R {
    var index = 0
    var accumulator = initial
    for (element in this) accumulator = operation(index++, accumulator, element)
    return accumulator
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from right to left to each element and current accumulator value.
 */
public inline fun <R> LongArray.foldIndexed(initial: R, operation: (Long, acc: R) -> R): R {
    var index = 0
    var accumulator = initial
    for (element in this) accumulator = operation(index++, accumulator, element)
    return accumulator
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from right to left to each element and current accumulator value.
 */
public inline fun <R> DoubleArray.foldIndexed(initial: R, operation: (Double, acc: R) -> R): R {
    var index = 0
    var accumulator = initial
    for (element in this) accumulator = operation(index++, accumulator, element)
    return accumulator
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from right to left to each element and current accumulator value.
 */
public inline fun <R> BooleanArray.foldIndexed(initial: R, operation: (Boolean, acc: R) -> R): R {
    var index = 0
    var accumulator = initial
    for (element in this) accumulator = operation(index++, accumulator, element)
    return accumulator
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from right to left to each element and current accumulator value.
 */
public inline fun <R> FloatArray.foldIndexed(initial: R, operation: (Float, acc: R) -> R): R {
    var index = 0
    var accumulator = initial
    for (element in this) accumulator = operation(index++, accumulator, element)
    return accumulator
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from right to left to each element and current accumulator value.
 */
public inline fun <R> ShortArray.foldIndexed(initial: R, operation: (Short, acc: R) -> R): R {
    var index = 0
    var accumulator = initial
    for (element in this) accumulator = operation(index++, accumulator, element)
    return accumulator
}
the given [action] on each element.

```kotlin
inline fun <T : Comparable<T>> Array<out T>.max(): T? {
    if (isEmpty())
        return null
    var max = this[0]
    if (max.isNaN()) return max
    for (i in 1..lastIndex) {
        val e = this[i]
        if (e.isNaN()) return e
        if (max < e) max = e
    }
    return max
}

/**
 * Returns the largest element or `null` if there are no elements.
 * 
 * If any of elements is `NaN`, returns `NaN`.
 */
@SinceKotlin("1.1")
public fun Array<out Float>.max(): Float? {
    if (isEmpty()) return null
    var max = this[0]
    if (max.isNaN()) return max
    for (i in 1..lastIndex) {
        val e = this[i]
        if (e.isNaN()) return e
        if (max < e) max = e
    }
    return max
}

/**
 * Returns the largest element or `null` if there are no elements.
 * 
 * If any of elements is `NaN`, returns `NaN`.
 */
@SinceKotlin("1.1")
public fun Array<out Double>.max(): Double? {
    if (isEmpty()) return null
    var max = this[0]
    if (max.isNaN()) return max
    for (i in 1..lastIndex) {
        val e = this[i]
        if (e.isNaN()) return e
        if (max < e) max = e
    }
    return max
}
```

---

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return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (max < e) max = e
    }
    return max
}

/**
 * Returns the largest element or `null` if there are no elements.
 */
public fun ByteArray.max(): Byte? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (max < e) max = e
    }
    return max
}

/**
 * Returns the largest element or `null` if there are no elements.
 */
public fun ShortArray.max(): Short? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (max < e) max = e
    }
    return max
}

/**
 * Returns the largest element or `null` if there are no elements.
 */
public fun IntArray.max(): Int? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (max < e) max = e
    }
    return max
}

/**
 * Returns the largest element or `null` if there are no elements.
 */
public fun LongArray.max(): Long? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (max < e) max = e
    }
    return max
}

/**
 * Returns the largest element or `null` if there are no elements.
 */
public fun FloatArray.max(): Float? {
    if (isEmpty()) return null
    var max = this[0]
    if (max.isNaN()) return max
    for (i in 1..lastIndex) {
        val e = this[i]
        if (e.isNaN()) return e
        if (max < e) max = e
    }
    return max
}

/**
 * Returns the largest element or `null` if there are no elements.
 */
public fun DoubleArray.max(): Double? {
    if (isEmpty()) return null
    var max = this[0]
    if (max.isNaN()) return max
    for (i in 1..lastIndex) {
        val e = this[i]
        if (e.isNaN()) return e
        if (max < e) max = e
    }
    return max
}

/**
 * Returns the largest element or `null` if there are no elements.
 */
public fun CharArray.max(): Char? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (max < e) max = e
    }
    return max
}

/**
 * Returns the first element yielding the largest value of the given function or `null` if there are no elements.
 */
public inline fun <T, R : Comparable<R>> Array<out T>.maxBy(selector: (T) -> R): T? {
    if (isEmpty()) return null
    var maxElem = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return maxElem
    var maxValue = selector(maxElem)
    for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (maxValue < v) {
            maxElem = e
            maxValue = v
        }
    }
    return maxElem
}

/**
 * Returns the first element yielding the largest value of the given function or `null` if there are no elements.
 */
public inline fun <R : Comparable<R>> ByteArray.maxBy(selector: (Byte) -> R): Byte? {
    if (isEmpty()) return null
    var maxElem = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return maxElem
    var maxValue = selector(maxElem)
    for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (maxValue < v) {
            maxElem = e
            maxValue = v
        }
    }
    return maxElem
}

/**
 * Returns the first element yielding the largest value of the given function or `null` if there are no elements.
 */
public inline fun <R : Comparable<R>> ShortArray.maxBy(selector: (Short) -> R): Short? {
    if (isEmpty()) return null
    var maxElem = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return maxElem
    var maxValue = selector(maxElem)
    for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (maxValue < v) {
            maxElem = e
            maxValue = v
        }
    }
    return maxElem
}

/**
 * Returns the first element yielding the largest value of the given function or `null` if there are no elements.
 */
public inline fun <R : Comparable<R>> IntArray.maxBy(selector: (Int) -> R): Int? {
    if (isEmpty()) return null
    var maxElem = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return maxElem
    var maxValue = selector(maxElem)
    for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (maxValue < v) {
            maxElem = e
            maxValue = v
        }
    }
    return maxElem
}

/**
 * Returns the first element yielding the largest value of the given function or `null` if there are no elements.
 */
public inline fun <R : Comparable<R>> LongArray.maxBy(selector: (Long) -> R): Long? {
    if (isEmpty()) return null
    var maxElem = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return maxElem
    var maxValue = selector(maxElem)
    for (i in 1..lastIndex) {
in 1..lastIndex) {
    val e = this[i]
    val v = selector(e)
    if (maxValue < v) {
        maxElem = e
        maxValue = v
    }
}

/**
 * Returns the first element yielding the largest value of the given function or `null` if there are no elements.
 */
public fun <R : Comparable<R>> FloatArray.maxBy(selector: (Float) -> R): Float? {
    if (isEmpty()) return null
    var maxElem = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return maxElem
    var maxValue = selector(maxElem)
    for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (maxValue < v) {
            maxElem = e
            maxValue = v
        }
    }
    return maxElem
}

/**
 * Returns the first element yielding the largest value of the given function or `null` if there are no elements.
 */
public fun <R : Comparable<R>> DoubleArray.maxBy(selector: (Double) -> R): Double? {
    if (isEmpty()) return null
    var maxElem = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return maxElem
    var maxValue = selector(maxElem)
    for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (maxValue < v) {
            maxElem = e
            maxValue = v
        }
    }
    return maxElem
}

/**
 * Returns the first element yielding the largest value of the given function or `null` if there are no elements.
 */
public fun <R : Comparable<R>> BooleanArray.maxBy(selector: (Boolean) -> R): Boolean? {
    if (isEmpty()) return null
    var maxElem = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return maxElem
    var maxValue = selector(maxElem)
    for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (maxValue < v) {
            maxElem = e
            maxValue = v
        }
    }
    return maxElem
}

/**
 * Returns the first element yielding the largest value of the given function or `null` if there are no elements.
 */
public fun <R : Comparable<R>> CharArray.maxBy(selector: (Char) -> R): Char? {
    if (isEmpty()) return null
    var maxElem = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return maxElem
    var maxValue = selector(maxElem)
    for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (maxValue < v) {
            maxElem = e
            maxValue = v
        }
    }
    return maxElem
}

/**
 * Returns the first element having the largest value according to the provided [comparator] or `null` if there are no elements.
 */
public fun <T> Array<out T>.maxWith(comparator: Comparator<in T>): T? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(max, e) < 0) max = e
    }
    return max
}

/**
 * Returns the first element having the largest value according to the provided [comparator] or `null` if there are no elements.
 */
public fun ByteArray.maxWith(comparator: Comparator<in Byte>): Byte? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(max, e) < 0) max = e
    }
    return max
}

/**
 * Returns the first element having the largest value according to the provided [comparator] or `null` if there are no elements.
 */
public fun ShortArray.maxWith(comparator: Comparator<in Short>): Short? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(max, e) < 0) max = e
    }
    return max
}

/**
 * Returns the first element having the largest value according to the provided [comparator] or `null` if there are no elements.
 */
public fun IntArray.maxWith(comparator: Comparator<in Int>): Int? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(max, e) < 0) max = e
    }
    return max
}

/**
 * Returns the first element having the largest value according to the provided [comparator] or `null` if there are no elements.
 */
public fun LongArray.maxWith(comparator: Comparator<in Long>): Long? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(max, e) < 0) max = e
    }
    return max
}
DoubleArray.maxWith(comparator: Comparator<in Double>): Double? { if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) { val e = this[i]
        if (comparator.compare(max, e) < 0) max = e
    }
    return max
}

ByteArray.min(): Byte? { if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) { val e = this[i]
        if (e.isNaN()) return e
        if (min > e) min = e
    }
    return min
}

CharArray.min(): Char? { if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) { val e = this[i]
        if (e.isNaN()) return e
        if (min > e) min = e
    }
    return min
}

IntArray.min(): Int? { if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) { val e = this[i]
        if (min > e) min = e
    }
    return min
}

ByteArray.min(): Byte? { if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) { val e = this[i]
        if (e.isNaN()) return e
        if (min > e) min = e
    }
    return min
}

DoubleArray.maxWith(comparator: Comparator<in Double>): Double? { if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) { val e = this[i]
        if (comparator.compare(max, e) < 0) max = e
    }
    return max
}

ByteArray.min(): Byte? { if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) { val e = this[i]
        if (e.isNaN()) return e
        if (min > e) min = e
    }
    return min
}

IntArray.min(): Int? { if (isEmpty()) return null
    var min = this[0]
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    }
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}

ByteArray.min(): Byte? { if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) { val e = this[i]
        if (e.isNaN()) return e
        if (min > e) min = e
    }
    return min
}

CharArray.maxWith(comparator: Comparator<in Char>): Char? { if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) { val e = this[i]
        if (comparator.compare(max, e) < 0) max = e
    }
    return max
}

IntArray.maxWith(comparator: Comparator<in Int>): Int? { if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) { val e = this[i]
        if (comparator.compare(max, e) < 0) max = e
    }
    return max
}

ByteArray.maxWith(comparator: Comparator<in Byte>): Byte? { if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) { val e = this[i]
        if (comparator.compare(max, e) < 0) max = e
    }
    return max
}

IntArray.maxWith(comparator: Comparator<in Int>): Int? { if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) { val e = this[i]
        if (comparator.compare(max, e) < 0) max = e
    }
    return max
}

ByteArray.maxWith(comparator: Comparator<in Byte>): Byte? { if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) { val e = this[i]
        if (comparator.compare(max, e) < 0) max = e
    }
    return max
}

IntArray.maxWith(comparator: Comparator<in Int>): Int? { if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) { val e = this[i]
        if (comparator.compare(max, e) < 0) max = e
    }
    return max
}
1..lastIndex) { val e = this[i]
    val v = selector(e)
    if (minValue > v) {
        minElem = e
        minValue = v
    }
}

return minElem

/**
 * Returns the first element yielding the smallest value
 * of the given function or `null` if there are no elements.
 */
@sample samples.collections.Collections.Aggregates.minBy

public inline fun <R : Comparable<R>> ShortArray.minBy(selector: (Short) -> R): Short? {
    if (isEmpty()) return null
    var minElem = this[0]
    var minValue = selector(minElem)
    for (i in 1..lastIndex) { val e = this[i]
        val v = selector(e)
        if (minValue > v) {
            minElem = e
            minValue = v
        }
    }
    return minElem
}

/**
 * Returns the first element yielding the smallest value
 * of the given function or `null` if there are no elements.
 */
@sample samples.collections.Collections.Aggregates.minBy

public inline fun <R : Comparable<R>> IntArray.minBy(selector: (Int) -> R): Int? {
    if (isEmpty()) return null
    var minElem = this[0]
    var minValue = selector(minElem)
    for (i in 1..lastIndex) { val e = this[i]
        val v = selector(e)
        if (minValue > v) {
            minElem = e
            minValue = v
        }
    }
    return minElem
}

/**
 * Returns the first element yielding the smallest value
 * of the given function or `null` if there are no elements.
 */
@sample samples.collections.Collections.Aggregates.minBy

public inline fun <R : Comparable<R>> LongArray.minBy(selector: (Long) -> R): Long? {
    if (isEmpty()) return null
    var minElem = this[0]
    var minValue = selector(minElem)
    for (i in 1..lastIndex) { val e = this[i]
        val v = selector(e)
        if (minValue > v) {
            minElem = e
            minValue = v
        }
    }
    return minElem
}

/**
 * Returns the first element yielding the smallest value
 * of the given function or `null` if there are no elements.
 */
@sample samples.collections.Collections.Aggregates.minBy

public inline fun <R : Comparable<R>> FloatArray.minBy(selector: (Float) -> R): Float? {
    if (isEmpty()) return null
    var minElem = this[0]
    var minValue = selector(minElem)
    for (i in 1..lastIndex) { val e = this[i]
        val v = selector(e)
        if (minValue > v) {
            minElem = e
            minValue = v
        }
    }
    return minElem
}

/**
 * Returns the first element yielding the smallest value
 * of the given function or `null` if there are no elements.
 */
@sample samples.collections.Collections.Aggregates.minBy

public inline fun <R : Comparable<R>> DoubleArray.minBy(selector: (Double) -> R): Double? {
    if (isEmpty()) return null
    var minElem = this[0]
    var minValue = selector(minElem)
    for (i in 1..lastIndex) { val e = this[i]
        val v = selector(e)
        if (minValue > v) {
            minElem = e
            minValue = v
        }
    }
    return minElem
}

/**
 * Returns the first element yielding the smallest value
 * of the given function or `null` if there are no elements.
 */
@sample samples.collections.Collections.Aggregates.minBy

public inline fun <R : Comparable<R>> BooleanArray.minBy(selector: (Boolean) -> R): Boolean? {
    if (isEmpty()) return null
    var minElem = this[0]
    var minValue = selector(minElem)
    for (i in 1..lastIndex) { val e = this[i]
        val v = selector(e)
        if (minValue > v) {
            minElem = e
            minValue = v
        }
    }
    return minElem
}

/**
 * Returns the first element yielding the smallest value
 * according to the provided [comparator] or `null` if there are no elements.
 */
@sample samples.collections.Collections.Aggregates.minBy

public fun <T> Array<out T>.minWith(comparator: Comparator<T>): T? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) { val e = this[i]
        if (comparator.compare(min, e) > 0) min = e
    }
    return min
}

/**
 * Returns the first element yielding the smallest value
 * according to the provided [comparator] or `null` if there are no elements.
 */
@sample samples.collections.Collections.Aggregates.minBy

CharArray.minBy(selector: (Char) -> R): Char? { val e = this[i]
    val v = selector(e)
    if (minValue > v) {
        minElem = e
        minValue = v
    }
}

return minElem

/**
 * Returns the first element yielding the smallest value
 * according to the provided [comparator] or `null` if there are no elements.
 */
@sample samples.collections.Collections.Aggregates.minBy

Array<out T>.minWith(comparator: Comparator<in T>): T? { val e = this[i]
    val v = selector(e)
    if (minValue > v) {
        minElem = e
        minValue = v
    }
}

return minElem

/**
 * Returns the first element yielding the smallest value
 * according to the provided [comparator] or `null` if there are no elements.
 */
@sample samples.collections.Collections.Aggregates.minBy

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`null` if there are no elements.

```java
/**
 * Returns the first element having the smallest value according to the provided [comparator] or `null` if there are no elements.
 */
public fun ByteArray.minWith(comparator: Comparator<in Byte>): Byte? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(min, e) > 0) min = e
    }
    return min
}

/**
 * Returns the first element having the smallest value according to the provided [comparator] or `null` if there are no elements.
 */
public fun ShortArray.minWith(comparator: Comparator<in Short>): Short? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(min, e) > 0) min = e
    }
    return min
}

/**
 * Returns the first element having the smallest value according to the provided [comparator] or `null` if there are no elements.
 */
public fun IntArray.minWith(comparator: Comparator<in Int>): Int? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(min, e) > 0) min = e
    }
    return min
}

/**
 * Returns the first element having the smallest value according to the provided [comparator] or `null` if there are no elements.
 */
public fun LongArray.minWith(comparator: Comparator<in Long>): Long? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(min, e) > 0) min = e
    }
    return min
}

/**
 * Returns the first element having the smallest value according to the provided [comparator] or `null` if there are no elements.
 */
public fun FloatArray.minWith(comparator: Comparator<in Float>): Float? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(min, e) > 0) min = e
    }
    return min
}

/**
 * Returns the first element having the smallest value according to the provided [comparator] or `null` if there are no elements.
 */
public fun DoubleArray.minWith(comparator: Comparator<in Double>): Double? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(min, e) > 0) min = e
    }
    return min
}

/**
 * Returns the first element having the smallest value according to the provided [comparator] or `null` if there are no elements.
 */
public fun BooleanArray.minWith(comparator: Comparator<in Boolean>): Boolean? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(min, e) > 0) min = e
    }
    return min
}

/**
 * Returns the first element having the smallest value according to the provided [comparator] or `null` if there are no elements.
 */
public fun CharArray.minWith(comparator: Comparator<in Char>): Char? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(min, e) > 0) min = e
    }
    return min
}

/**
 * Returns `true` if the array has no elements.
 */
public fun ByteArray.none(): Boolean {
    return isEmpty()
}

/**
 * Returns `true` if the array has no elements.
 */
public funShortArray.none(): Boolean {
    return isEmpty()
}

/**
 * Returns `true` if the array has no elements.
 */
public fun IntArray.none(): Boolean {
    return isEmpty()
}

/**
 * Returns `true` if the array has no elements.
 */
public fun LongArray.none(): Boolean {
    return isEmpty()
}

/**
 * Returns `true` if the array has no elements.
 */
public fun FloatArray.none(): Boolean {
    return isEmpty()
}

/**
 * Returns `true` if the array has no elements.
 */
public fun DoubleArray.none(): Boolean {
    return isEmpty()
}

/**
 * Returns `true` if the array has no elements.
 */
public fun BooleanArray.none(): Boolean {
    return isEmpty()
}

/**
 * Returns `true` if the array has no elements.
 */
public fun CharArray.none(): Boolean {
    return isEmpty()
}

/**
 * Returns `true` if no elements match the given [predicate].
 */
public fun <T> Array<out T>.none(predicate: (T) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return false
    return
true

Returns `true` if no elements match the given [predicate].

public inline fun ByteArray.none(predicate: (Byte) -> Boolean): Boolean {

    for (element in this) if (predicate(element)) return false
    return true
}

public inline fun ShortArray.none(predicate: (Short) -> Boolean): Boolean {

    for (element in this) if (predicate(element)) return false
    return true
}

public inline fun IntArray.none(predicate: (Int) -> Boolean): Boolean {

    for (element in this) if (predicate(element)) return false
    return true
}

public inline fun LongArray.none(predicate: (Long) -> Boolean): Boolean {

    for (element in this) if (predicate(element)) return false
    return true
}

public inline fun BooleanArray.none(predicate: (Boolean) -> Boolean): Boolean {

    for (element in this) if (predicate(element)) return false
    return true
}

public inline fun CharArray.none(predicate: (Char) -> Boolean): Boolean {

    for (element in this) if (predicate(element)) return false
    return true
}

Accumulates value starting with the first element and applying [operation] from left to right to current accumulator value and each element.

public inline fun ByteArray.reduce(operation: (acc: Byte, Byte) -> Byte): Byte {

    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}

Accumulates value starting with the first element and applying [operation] from left to right to current accumulator value and each element.

public inline fun ShortArray.reduce(operation: (acc: Short, Short) -> Short): Short {

    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}

Accumulates value starting with the first element and applying [operation] from left to right to current accumulator value and each element.

public inline fun IntArray.reduce(operation: (acc: Int, Int) -> Int): Int {

    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}

Accumulates value starting with the first element and applying [operation] from left to right to current accumulator value and each element.

public inline fun LongArray.reduce(operation: (acc: Long, Long) -> Long): Long {

    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}

Accumulates value starting with the first element and applying [operation] from left to right to current accumulator value and each element.
Accumulates value starting with the first element and applying \( [operation] \) from left to right to current accumulator value and each element.

Accumulates value starting with the first element and applying \( [operation] \) from left to right to current accumulator value and each element.

Accumulates value starting with the first element and applying \( [operation] \) from left to right to current accumulator value and each element.

Accumulates value starting with the first element and applying \( [operation] \) from left to right to current accumulator value and each element.

Accumulates value starting with the first element and applying \( [operation] \) from left to right to current accumulator value and each element.

Accumulates value starting with the first element and applying \( [operation] \) from left to right to current accumulator value and each element.

Accumulates value starting with the first element and applying \( [operation] \) from left to right to current accumulator value and each element.

Accumulates value starting with the first element and applying \( [operation] \) from left to right to current accumulator value and each element.

Accumulates value starting with the first element and applying \( [operation] \) from left to right to current accumulator value and each element.

Accumulates value starting with the first element and applying \( [operation] \) from left to right to current accumulator value and each element.

Accumulates value starting with the first element and applying \( [operation] \) from left to right to current accumulator value and each element.

Accumulates value starting with the first element and applying \( [operation] \) from left to right to current accumulator value and each element.
1..lastIndex) { \n    accumulator = operation(index, accumulator, this[index]) \n} \nreturn accumulator

@param operation : a function that takes the index of an element, current accumulator value and the element itself and calculates the next accumulator value.

For (index in 1..lastIndex) { \n    accumulator = operation(index, accumulator, this[index]) \n} \nreturn accumulator

* Accumulates value starting with the first element and applying [operation] from left to right to current accumulator value and each element with its index in the original array.

* @param operation : a function that takes the index of an element, current accumulator value and the element itself and calculates the next accumulator value.

var accumulator = this[0] \nfor (index in 1..lastIndex) { \n    accumulator = operation(index, accumulator, this[index]) \n} \nreturn accumulator

* Accumulates value starting with the first element and applying [operation] from left to right to current accumulator value and each element with its index in the original array.

* @param operation : a function that takes the index of an element, current accumulator value and the element itself and calculates the next accumulator value.

LongArray.reduceIndexed(operation: (index: Int, acc: Long, Long) -> Long) { \n    if (isEmpty()) throw UnsupportedOperationException("Empty array can't be reduced.") \n    var accumulator = this[0] \n    for (index in 1..lastIndex) { \n        accumulator = operation(index, accumulator, this[index]) \n    } \n    return accumulator
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right to current accumulator value and each element with its index in the original array.

* @param operation : a function that takes the index of an element, current accumulator value and the element itself and calculates the next accumulator value.

LongArray.reduceIndexed(operation: (index: Int, acc: Long, Long) -> Long) { \n    if (isEmpty()) throw UnsupportedOperationException("Empty array can't be reduced.") \n    var accumulator = this[0] \n    for (index in 1..lastIndex) { \n        accumulator = operation(index, accumulator, this[index]) \n    } \n    return accumulator
}
Accumulates value starting with the first element and applying [operation] from left to right to current accumulator value and each element. Returns null if the array is empty.

```kotlin
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public inline fun ShortArray.reduceOrNull(operation: (acc: Short, Short) -> Short): Short? {
    if (isEmpty())
        return null
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}
```

```kotlin
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public inline fun IntArray.reduceOrNull(operation: (acc: Int, Int) -> Int): Int? {
    if (isEmpty())
        return null
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}
```

```kotlin
@SinceKotlin("1.3")
@ExperimentalStdlibApi
    if (isEmpty())
        return null
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}
```

```kotlin
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public inline fun FloatArray.reduceOrNull(operation: (acc: Float, Float) -> Float): Float? {
    if (isEmpty())
        return null
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}
```

```kotlin
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public inline fun DoubleArray.reduceOrNull(operation: (acc: Double, Double) -> Double): Double? {
    if (isEmpty())
        return null
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}
```

```kotlin
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public inline fun BooleanArray.reduceOrNull(operation: (acc: Boolean, Boolean) -> Boolean): Boolean? {
    if (isEmpty())
        return null
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}
```

```kotlin
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public inline fun CharArray.reduceOrNull(operation: (acc: Char, Char) -> Char): Char? {
    if (isEmpty())
        return null
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}
```

Accumulates value starting with the first element and applying [operation] from left to right to current accumulator value and each element. Returns null if the array is empty.

```kotlin
public inline fun <S, T : S> Array<out T>.reduceRight(operation: (T, acc: S) -> S): S {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator: S = get(index--)
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}
```

Accumulates value starting with last element and applying [operation] from right to left to current accumulator value and each element. Returns null if the array is empty.

```kotlin
public inline fun <S, T : S> Array<out T>.reduceRight(operation: (T, acc: S) -> S): S {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator: S = get(index--)
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}
```
Accumulates value starting with last element and applying [operation] from right to left to each element and current accumulator value.

```kotlin
public inline fun ByteArray.reduceRight(operation: (Byte, acc: Byte) -> Byte): Byte {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}
```

Accumulates value starting with last element and applying [operation] from right to left to each element and current accumulator value.

```kotlin
public inline fun ShortArray.reduceRight(operation: (Short, acc: Short) -> Short): Short {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}
```

Accumulates value starting with last element and applying [operation] from right to left to each element and current accumulator value.

```kotlin
public inline fun IntArray.reduceRight(operation: (Int, acc: Int) -> Int): Int {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}
```

Accumulates value starting with last element and applying [operation] from right to left to each element and current accumulator value.

```kotlin
public inline fun LongArray.reduceRight(operation: (Long, acc: Long) -> Long): Long {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}
```

Accumulates value starting with last element and applying [operation] from right to left to each element and current accumulator value.

```kotlin
public inline fun FloatArray.reduceRight(operation: (Float, acc: Float) -> Float): Float {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}
```

Accumulates value starting with last element and applying [operation] from right to left to each element and current accumulator value.

```kotlin
public inline fun DoubleArray.reduceRight(operation: (Double, acc: Double) -> Double): Double {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}
```

Accumulates value starting with last element and applying [operation] from right to left to each element and current accumulator value.

```kotlin
public inline fun BooleanArray.reduceRight(operation: (Boolean, acc: Boolean) -> Boolean): Boolean {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}
```

Accumulates value starting with last element and applying [operation] from right to left to each element and current accumulator value.

```kotlin
public inline fun CharArray.reduceRight(operation: (Char, acc: Char) -> Char): Char {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}
```
T>.reduceRightIndexed(operation: (index: Int, T, acc: S) -> S): S {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator: S = get(index--)
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
        index--
    }
    return accumulator
}

/**
 * Accumulates value starting with last element and applying [operation] from right to left
 * to each element with its index in the original array and current accumulator value.
 * @param [operation] function that takes the index of an element, the element itself
 * and current accumulator value, and calculates the next accumulator value.
 * @param samples.collections.Collections.Aggregates.reduceRight
 */
public inline fun ByteArray.reduceRightIndexed(operation: (index: Int, Byte, acc: Byte) -> Byte): Byte {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
        index--
    }
    return accumulator
}

/**
 * Accumulates value starting with last element and applying [operation] from right to left
 * to each element with its index in the original array and current accumulator value.
 * @param [operation] function that takes the index of an element, the element itself
 * and current accumulator value, and calculates the next accumulator value.
 * @param samples.collections.Collections.Aggregates.reduceRight
 */
public inline fun ShortArray.reduceRightIndexed(operation: (index: Int, Short, acc: Short) -> Short): Short {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
        index--
    }
    return accumulator
}

/**
 * Accumulates value starting with last element and applying [operation] from right to left
 * to each element with its index in the original array and current accumulator value.
 * @param [operation] function that takes the index of an element, the element itself
 * and current accumulator value, and calculates the next accumulator value.
 * @param samples.collections.Collections.Aggregates.reduceRight
 */
public inline fun IntArray.reduceRightIndexed(operation: (index: Int, Int, acc: Int) -> Int): Int {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
        index--
    }
    return accumulator
}

/**
 * Accumulates value starting with last element and applying [operation] from right to left
 * to each element with its index in the original array and current accumulator value.
 * @param [operation] function that takes the index of an element, the element itself
 * and current accumulator value, and calculates the next accumulator value.
 * @param samples.collections.Collections.Aggregates.reduceRight
 */
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
        index--
    }
    return accumulator
}

/**
 * Accumulates value starting with last element and applying [operation] from right to left
 * to each element with its index in the original array and current accumulator value.
 * @param [operation] function that takes the index of an element, the element itself
 * and current accumulator value, and calculates the next accumulator value.
 * @param samples.collections.Collections.Aggregates.reduceRight
 */
public inline fun FloatArray.reduceRightIndexed(operation: (index: Int, Float, acc: Float) -> Float): Float {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
        index--
    }
    return accumulator
}

/**
 * Accumulates value starting with last element and applying [operation] from right to left
 * to each element with its index in the original array and current accumulator value.
 * @param [operation] function that takes the index of an element, the element itself
 * and current accumulator value, and calculates the next accumulator value.
 * @param samples.collections.Collections.Aggregates.reduceRight
 */
public inline fun DoubleArray.reduceRightIndexed(operation: (index: Int, Double, acc: Double) -> Double): Double {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
        index--
    }
    return accumulator
}
accumulator = get(index--) while (index >= 0) {
    accumulator = operation(index, get(index), accumulator)
    --index
}

/**
 * Accumulates value starting with last element and applying [operation] from right to left to each element with its index in the original array and current accumulator value.
 * @param [operation] function that takes the index of an element, the element itself, and current accumulator value, and calculates the next accumulator value.
 * @sample
 */
public inline fun BooleanArray.reduceRightIndexed(operation: (index: Int, Boolean, acc: Boolean) -> Boolean): Boolean {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
        --index
    }
    return accumulator
}

/**
 * Accumulates value starting with last element and applying [operation] from right to left to each element with its index in the original array and current accumulator value.
 * @param [operation] function that takes the index of an element, the element itself, and current accumulator value, and calculates the next accumulator value.
 * @sample
 */
public inline fun CharArray.reduceRightIndexed(operation: (index: Int, Char, acc: Char) -> Char): Char {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
    }
    return accumulator
}

/**
 * Accumulates value starting with last element and applying [operation] from right to left to each element and current accumulator value. Returns null if the array is empty.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public inline fun Array<out T>.reduceRightOrNull(operation: (T, acc: S) -> S): S? {
    var index = lastIndex
    if (index < 0) return null
    var accumulator: S = get(index--)
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}

/**
 * Accumulates value starting with last element and applying [operation] from right to left to each element and current accumulator value. Returns null if the array is empty.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public inline fun ByteArray.reduceRightOrNull(operation: (Byte, acc: Byte) -> Byte): Byte? {
    var index = lastIndex
    if (index < 0) return null
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}

/**
 * Accumulates value starting with last element and applying [operation] from right to left to each element and current accumulator value. Returns null if the array is empty.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public inline fun ShortArray.reduceRightOrNull(operation: (Short, acc: Short) -> Short): Short? {
    var index = lastIndex
    if (index < 0) return null
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}

/**
 * Accumulates value starting with last element and applying [operation] from right to left to each element and current accumulator value. Returns null if the array is empty.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public inline fun IntArray.reduceRightOrNull(operation: (Int, acc: Int) -> Int): Int? {
    var index = lastIndex
    if (index < 0) return null
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}

/**
 * Accumulates value starting with last element and applying [operation] from right to left to each element and current accumulator value. Returns null if the array is empty.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public inline fun LongArray.reduceRightOrNull(operation: (Long, acc: Long) -> Long): Long? {
    var index = lastIndex
    if (index < 0) return null
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}
to each element and current accumulator value. Returns null if the array is empty.

```kotlin
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public inline fun FloatArray.reduceRightOrNull(operation: (Float, acc: Float) -> Float): Float? {
    var index = lastIndex
    if (index < 0) return null
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}

@SinceKotlin("1.3")
@ExperimentalStdlibApi
public inline fun DoubleArray.reduceRightOrNull(operation: (Double, acc: Double) -> Double): Double? {
    var index = lastIndex
    if (index < 0) return null
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}

@SinceKotlin("1.3")
@ExperimentalStdlibApi
public inline fun BooleanArray.reduceRightOrNull(operation: (Boolean, acc: Boolean) -> Boolean): Boolean? {
    var index = lastIndex
    if (index < 0) return null
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}

@SinceKotlin("1.3")
@ExperimentalStdlibApi
@kotlin.internal.InlineOnly
public inline fun <R> ByteArray.scan(initial: R, operation: (R, Byte) -> R): List<R> {
    if (isEmpty()) return listOf(initial)
    val result = ArrayList<R>(size + 1).apply { add(initial) }
    var accumulator = initial
    for (element in this) {
        accumulator = operation(accumulator, element)
        result.add(accumulator)
    }
    return result
}
```

Note that `acc` value passed to `[operation]` function should not be mutated; otherwise it would affect the previous value in resulting list.

```kotlin
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public inline fun <T, R> Array<out T>.scan(initial: R, operation: (acc: R, T) -> R): List<R> {
    if (isEmpty()) return listOf(initial)
    val result = ArrayList<R>(size + 1).apply { add(initial) }
    var accumulator = initial
    for (element in this) {
        accumulator = operation(accumulator, element)
        result.add(accumulator)
    }
    return result
}
```

Note that `acc` value passed to `[operation]` function should not be mutated; otherwise it would affect the previous value in resulting list.

```kotlin
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@kotlin.internal.InlineOnly
public inline fun <R> CharArray.scan(initial: R, operation: (R, Char) -> R): List<R> {
    if (isEmpty()) return listOf(initial)
    val result = ArrayList<R>(size + 1).apply { add(initial) }
    var accumulator = initial
    for (element in this) {
        accumulator = operation(accumulator, element)
        result.add(accumulator)
    }
    return result
}
```

Note that `acc` value passed to `[operation]` function should not be mutated; otherwise it would affect the previous value in resulting list.
ShortArray.scan(initial: R, operation: (acc: R, Short) -> R): List<R> {
    if (isEmpty()) return listOf(initial)
    var accumulator = initial
    for (element in this) {
        accumulator = operation(accumulator, element)
        result.add(accumulator)
    }
    return result
}

IntArray.scan(initial: R, operation: (acc: R, Int) -> R): List<R> {
    if (isEmpty()) return listOf(initial)
    var accumulator = initial
    for (element in this) {
        accumulator = operation(accumulator, element)
        result.add(accumulator)
    }
    return result
}

LongArray.scan(initial: R, operation: (acc: R, Long) -> R): List<R> {
    if (isEmpty()) return listOf(initial)
    var accumulator = initial
    for (element in this) {
        accumulator = operation(accumulator, element)
        result.add(accumulator)
    }
    return result
}

FloatArray.scan(initial: R, operation: (acc: R, Float) -> R): List<R> {
    if (isEmpty()) return listOf(initial)
    var accumulator = initial
    for (element in this) {
        accumulator = operation(accumulator, element)
        result.add(accumulator)
    }
    return result
}

DoubleArray.scan(initial: R, operation: (acc: R, Double) -> R): List<R> {
    if (isEmpty()) return list
    var accumulator = initial
    for (element in this) {
        accumulator = operation(accumulator, element)
        result.add(accumulator)
    }
    return result
}

BooleanArray.scan(initial: R, operation: (acc: R, Boolean) -> R): List<R> {
    if (isEmpty()) return list
    var accumulator = initial
    for (element in this) {
        accumulator = operation(accumulator, element)
        result.add(accumulator)
    }
    return result
}
accumulator = operation(accumulator, element)
result.add(accumulator)
return result

* Returns a list containing successive accumulation values generated by applying [operation] from left to right to each element and current accumulator value that starts with [initial] value. * Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list. * @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.

Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list. * @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.

Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list. * @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.

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Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list. * @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.
```kotlin
/**
 * Returns a list containing successive accumulation values generated by applying
 * [operation] from left to right * to each element, its index in the original array and current accumulator value
 * that starts with [initial] value. *
 * Note that 'acc' value passed to [operation] function should not be mutated; *
 * otherwise it would affect the previous value in resulting list. *
 * @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value. *
 * @sample samples.collections.Collections.Aggregates.scan
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@kotlin.internal.InlineOnly
public inline fun <R>
    if (isEmpty()) return listOf(initial)
    val result = ArrayList<R>(size + 1).apply {
        add(initial)
        var accumulator = initial
        for (index in indices) {
            accumulator = operation(index, accumulator, this[index])
            add(accumulator)
        }
    }
    return result
}
```
```kotlin
/**
 * Returns a list containing successive accumulation values generated by applying
 * [operation] from left to right * to each element, its index in the original array and current accumulator value
 * that starts with [initial] value. *
 * Note that 'acc' value passed to [operation] function should not be mutated; *
 * otherwise it would affect the previous value in resulting list. *
 * @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value. *
 * @sample samples.collections.Collections.Aggregates.scan
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@kotlin.internal.InlineOnly
public inline fun <R>
FloatArray.scanIndexed(initial: R, operation: (index: Int, acc: R, Float) -> R): List<R> {
    if (isEmpty()) return listOf(initial)
    val result = ArrayList<R>(size + 1).apply {
        add(initial)
        var accumulator = initial
        for (index in indices) {
            accumulator = operation(index, accumulator, this[index])
            add(accumulator)
        }
    }
    return result
}
```
```kotlin
/**
 * Returns a list containing successive accumulation values generated by applying
 * [operation] from left to right * to each element, its index in the original array and current accumulator value
 * that starts with [initial] value. *
 * Note that 'acc' value passed to [operation] function should not be mutated; *
 * otherwise it would affect the previous value in resulting list. *
 * @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value. *
 * @sample samples.collections.Collections.Aggregates.scan
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@kotlin.internal.InlineOnly
public inline fun <R>
DoubleArray.scanIndexed(initial: R, operation: (index: Int, acc: R, Double) -> R): List<R> {
    if (isEmpty()) return listOf(initial)
    val result = ArrayList<R>(size + 1).apply {
        add(initial)
        var accumulator = initial
        for (index in indices) {
            accumulator = operation(index, accumulator, this[index])
        }
    }
    return result
}
```
```kotlin
/**
 * Returns a list containing successive accumulation values generated by applying
 * [operation] from left to right * to each element, its index in the original array and current accumulator value
 * that starts with [initial] value. *
 * Note that 'acc' value passed to [operation] function should not be mutated; *
 * otherwise it would affect the previous value in resulting list. *
 * @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value. *
 * @sample samples.collections.Collections.Aggregates.scan
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@kotlin.internal.InlineOnly
public inline fun <R>
BooleanArray.scanIndexed(initial: R, operation: (index: Int, acc: R, Boolean) -> R): List<R> {
    if (isEmpty()) return listOf(initial)
    val result = ArrayList<R>(size + 1).apply {
        add(initial)
        var accumulator = initial
        for (index in indices) {
            accumulator = operation(index, accumulator, this[index])
        }
    }
    return result
}
```
CharArray.scanIndexed(initial: R, operation: (index: Int, acc: R, Char) -> R): List<R> { 
    if (isEmpty()) return LinkedList()
    val result = ArrayDeque<R>(size + 1).apply { add(initial) }
    var accumulator = initial
    for (index in indices) { 
        accumulator = operation(index, accumulator, this[index])
        result.add(accumulator)
        return result
    } 
    *\n    * Returns a list containing successive accumulation values generated by applying [operation] from left to right
    * to each element and current accumulator value that starts with the first element of this array.
    * Note that ‘acc’ value passed to [operation] function should not be mutated; otherwise it would affect
    * the previous value in resulting list.
    * @param [operation] function that takes current accumulator value and the element, and calculates
    * the next accumulator value.
    * @sample samples.collections.Collections.Aggregates.scanReduce

*\n@SinceKotlin("1.3.3")@ExperimentalStdlibApi
@public inline fun <S, T : Array> Array<out T>.scanReduce(operation: (acc: S, T) -> S): List<S> { 
    if (isEmpty()) return emptyList()
    var accumulator = this[0]
    val result = ArrayList<S>(size).apply { add(accumulator) }
    for (index in 1 until size) { 
        accumulator = operation(accumulator, this[index])
        result.add(accumulator)
        return result
    } 
    *\n    * Returns a list containing successive accumulation values generated by applying [operation] from left to right
    * to each element and current accumulator value that starts with the first element of this array.
    * @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator
    * value.
    * @sample samples.collections.Collections.Aggregates.scanReduce

*\n@SinceKotlin("1.3.3")@ExperimentalStdlibApi
@public inline fun ByteArray.scanReduce(operation: (acc: Byte, Byte) -> Byte): List<Byte> { 
    if (isEmpty()) return emptyList()
    var accumulator = this[0]
    val result = ArrayList<Byte>(size).apply { add(accumulator) }
    for (index in 1 until size) { 
        accumulator = operation(accumulator, this[index])
        result.add(accumulator)
        return result
    } 
    *\n    * Returns a list containing successive accumulation values generated by applying [operation] from left to right
    * to each element and current accumulator value that starts with the first element of this array.
    * @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator
    * value.
    * @sample samples.collections.Collections.Aggregates.scanReduce

*\n@SinceKotlin("1.3.3")@ExperimentalStdlibApi
@public inline fun ShortArray.scanReduce(operation: (acc: Short, Short) -> Short): List<Short> { 
    if (isEmpty()) return emptyList()
    var accumulator = this[0]
    val result = ArrayList<Short>(size).apply { add(accumulator) }
    for (index in 1 until size) { 
        accumulator = operation(accumulator, this[index])
        result.add(accumulator)
        return result
    } 
    *\n    * Returns a list containing successive accumulation values generated by applying [operation] from left to right
    * to each element and current accumulator value that starts with the first element of this array.
    * @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator
    * value.
    * @sample samples.collections.Collections.Aggregates.scanReduce

*\n@SinceKotlin("1.3.3")@ExperimentalStdlibApi
@public inline fun IntArray.scanReduce(operation: (acc: Int, Int) -> Int): List<Int> { 
    if (isEmpty()) return emptyList()
    var accumulator = this[0]
    val result = ArrayList<Int>(size).apply { add(accumulator) }
    for (index in 1 until size) { 
        accumulator = operation(accumulator, this[index])
        result.add(accumulator)
        return result
    } 
    *\n    * Returns a list containing successive accumulation values generated by applying [operation] from left to right
    * to each element and current accumulator value that starts with the first element of this array.
    * @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator
    * value.
    * @sample samples.collections.Collections.Aggregates.scanReduce

*\n@SinceKotlin("1.3.3")@ExperimentalStdlibApi
@public inline fun LongArray.scanReduce(operation: (acc: Long, Long) -> Long): List<Long> { 
    if (isEmpty()) return emptyList()
    var accumulator = this[0]
    val result = ArrayList<Long>(size).apply { add(accumulator) }
    for (index in 1 until size) { 
        accumulator = operation(accumulator, this[index])
        result.add(accumulator)
        return result
    } 
    *\n    * Returns a list containing successive accumulation values generated by applying [operation] from left to right
    * to each element and current accumulator value that starts with the first element of this array.
    * @param [operation] function that takes current accumulator value and an element, and calculates
the next accumulator value.

    Accumulator = operation(accumulator, this[index])
    result.add(accumulator)
}

* @param operation function that takes current accumulator value and an element, and calculates the next
accumulator value.

    * @param operation function that takes current accumulator value and an element, and calculates the next
accumulator value.

    * @param operation function that takes current accumulator value and an element, and calculates the next
accumulator value.

    * @param operation function that takes the index of an element, current accumulator value
and the element itself, and calculates the next accumulator value.

    * @param operation function that takes the index of an element, current accumulator value
and the element itself, and calculates the next accumulator value.

    * @param operation function that takes the index of an element, current accumulator value
and the element itself, and calculates the next accumulator value.

    * @param operation function that takes the index of an element, current accumulator value
and the element itself, and calculates the next accumulator value.


for (index in 1 until size) {
    accumulator = operation(index, accumulator, this[index])
    result.add(accumulator)
} return result
}

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right to each element, its index in the original array and current accumulator value that starts with the first element of this array.
 * @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.
 * @param [index] the index of an element.
 * @return a list containing successive accumulation values.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@kotlin.internal.InlineOnly
public inline fun <T> Array<T>.scanReduceIndexed(operation: (index: Int, acc: T, T) -> T): List<T> {
    if (isEmpty()) return emptyList()
    var accumulator = this[0]
    val result = ArrayList<T>(size).apply { add(accumulator) }
    for (index in 1 until size) {
        accumulator = operation(index, accumulator, this[index])
        result.add(accumulator)
    }
    return result
}
current accumulator value that starts with the first element of this array.

\* @param \[operation\] function that
takes the index of an element, current accumulator value, and the element itself, and calculates the next
accumulator value.

\* @sample samples.collections.Collections.Aggregates.scanReduce

\* @SinceKotlin("1.3")\* @ExperimentalStdlibApi\* @kotlin.internal.InlineOnly

public inline fun

BooleanArray.scanReduceIndexed(operation: (index: Int, acc: Boolean, Boolean) -> Boolean): List<Boolean> {
   if (isEmpty()) return emptyList()
   var accumulator = this[0]
   val result = ArrayList<Boolean>(size).apply {
      add(accumulator)
   }
   for (index in 1 until size) {
      accumulator = operation(index, accumulator, this[index])
      result.add(accumulator)
   }
   return result
}

CharArray.ScanReduceIndexed(operation: (index: Int, acc: Char, Char) -> Char): List<Char> {
   if (isEmpty())
      return emptyList()
   var accumulator = this[0]
   var result = ArrayList<Char>(size).apply {
      add(accumulator)
   }
   for (index in 1 until size) {
      accumulator = operation(index, accumulator, this[index])
      result.add(accumulator)
   }
   return result
}

Array<out T>.sumBy(selector: (T) -> Int): Int {
   var sum: Int = 0
   for (element in this)
      sum += selector(element)
   return sum
}

ByteArray.sumBy(selector: (Byte) -> Int): Int {
   var sum: Int = 0
   for (element in this)
      sum += selector(element)
   return sum
}

ShortArray.sumBy(selector: (Short) -> Int): Int {
   var sum: Int = 0
   for (element in this)
      sum += selector(element)
   return sum
}

IntArray.sumBy(selector: (Int) -> Int): Int {
   var sum: Int = 0
   for (element in this)
      sum += selector(element)
   return sum
}

LongArray.sumBy(selector: (Long) -> Int): Int {
   var sum: Int = 0
   for (element in this)
      sum += selector(element)
   return sum
}

FloatArray.sumBy(selector: (Float) -> Int): Int {
   var sum: Int = 0
   for (element in this)
      sum += selector(element)
   return sum
}

DoubleArray.sumBy(selector: (Double) -> Int): Int {
   var sum: Int = 0
   for (element in this)
      sum += selector(element)
   return sum
}

BooleanArray.sumBy(selector: (Boolean) -> Int): Int {
   var sum: Int = 0
   for (element in this)
      sum += selector(element)
   return sum
}

CharArray.sumBy(selector: (Char) -> Int): Int {
   var sum: Int = 0
   for (element in this)
      sum += selector(element)
   return sum
}

Array<out T>.sumByDouble(selector: (T) -> Double): Double {
   var sum: Double = 0.0
   for (element in this)
      sum += selector(element)
   return sum
}

ByteArray.sumByDouble(selector: (Byte) -> Double): Double {
   var sum: Double = 0.0
   for (element in this)
      sum += selector(element)
   return sum
}

ShortArray.sumByDouble(selector: (Short) -> Double): Double {
   var sum: Double = 0.0
   for (element in this)
      sum += selector(element)
   return sum
}

IntArray.sumByDouble(selector: (Int) -> Double): Double {
   var sum: Double = 0.0
   for (element in this)
      sum += selector(element)
   return sum
}

LongArray.sumByDouble(selector: (Long) -> Double): Double {
   var sum: Double = 0.0
   for (element in this)
      sum += selector(element)
   return sum
}

FloatArray.sumByDouble(selector: (Float) -> Double): Double {
   var sum: Double = 0.0
   for (element in this)
      sum += selector(element)
   return sum
}

DoubleArray.sumByDouble(selector: (Double) -> Double): Double {
   var sum: Double = 0.0
   for (element in this)
      sum += selector(element)
   return sum
}
element in the array.

```kotlin
public inline fun IntArray.sumByDouble(selector: (Int) -> Double): Double {
    var sum: Double = 0.0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

public inline fun LongArray.sumByDouble(selector: (Long) -> Double): Double {
    var sum: Double = 0.0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

public inline fun FloatArray.sumByDouble(selector: (Float) -> Double): Double {
    var sum: Double = 0.0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

public inline fun DoubleArray.sumByDouble(selector: (Double) -> Double): Double {
    var sum: Double = 0.0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

public inline fun BooleanArray.sumByDouble(selector: (Boolean) -> Double): Double {
    var sum: Double = 0.0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

public inline fun CharArray.sumByDouble(selector: (Char) -> Double): Double {
    var sum: Double = 0.0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}
```

```kotlin
public fun <T : Any> Array<T?>.requireNoNulls(): Array<T> {
    for (element in this) {
        if (element == null) {
            throw IllegalArgumentException("null element found in $this.")
        }
    }
    @Suppress("UNCHECKED_CAST")
    return this as Array<T>
}
```

```kotlin
public inline fun <T> Array<out T>.partition(predicate: (T) -> Boolean): Pair<List<T>, List<T>> {
    val first = ArrayList<T>()
    val second = ArrayList<T>()
    for (element in this) {
        if (predicate(element)) {
            first.add(element)
        } else {
            second.add(element)
        }
    }
    return Pair(first, second)
}
```

```kotlin
public inline fun ByteArray.partition(predicate: (Byte) -> Boolean): Pair<List<Byte>, List<Byte>> {
    val first = ArrayList<Byte>()
    val second = ArrayList<Byte>()
    for (element in this) {
        if (predicate(element)) {
            first.add(element)
        } else {
            second.add(element)
        }
    }
    return Pair(first, second)
}
```

```kotlin
public inline fun ShortArray.partition(predicate: (Short) -> Boolean): Pair<List<Short>, List<Short>> {
    val first = ArrayList<Short>()
    val second = ArrayList<Short>()
    for (element in this) {
        if (predicate(element)) {
            first.add(element)
        } else {
            second.add(element)
        }
    }
    return Pair(first, second)
}
```

```kotlin
public inline fun IntArray.partition(predicate: (Int) -> Boolean): Pair<List<Int>, List<Int>> {
    val first = ArrayList<Int>()
    val second = ArrayList<Int>()
    for (element in this) {
        if (predicate(element)) {
            first.add(element)
        } else {
            second.add(element)
        }
    }
    return Pair(first, second)
}
```

```kotlin
public inline fun LongArray.partition(predicate: (Long) -> Boolean): Pair<List<Long>, List<Long>> {
    val first = ArrayList<Long>()
    val second = ArrayList<Long>()
    for (element in this) {
        if (predicate(element)) {
            first.add(element)
        } else {
            second.add(element)
        }
    }
    return Pair(first, second)
}
```

```kotlin
public inline fun FloatArray.partition(predicate: (Float) -> Boolean): Pair<List<Float>, List<Float>> {
    val first = ArrayList<Float>()
    val second = ArrayList<Float>()
    for (element in this) {
        if (predicate(element)) {
            first.add(element)
        } else {
            second.add(element)
        }
    }
    return Pair(first, second)
}
```

```kotlin
public inline fun DoubleArray.partition(predicate: (Double) -> Boolean): Pair<List<Double>, List<Double>> {
    val first = ArrayList<Double>()
    val second = ArrayList<Double>()
    for (element in this) {
        if (predicate(element)) {
            first.add(element)
        } else {
            second.add(element)
        }
    }
    return Pair(first, second)
}
```

```kotlin
public inline fun BooleanArray.partition(predicate: (Boolean) -> Boolean): Pair<List<Boolean>, List<Boolean>> {
    val first = ArrayList<Boolean>()
    val second = ArrayList<Boolean>()
    for (element in this) {
        if (predicate(element)) {
            first.add(element)
        } else {
            second.add(element)
        }
    }
    return Pair(first, second)
}
```

```kotlin
public inline fun CharArray.partition(predicate: (Char) -> Boolean): Pair<List<Char>, List<Char>> {
    val first = ArrayList<Char>()
    val second = ArrayList<Char>()
    for (element in this) {
        if (predicate(element)) {
            first.add(element)
        } else {
            second.add(element)
        }
    }
    return Pair(first, second)
}
```

```kotlin
public fun <T : Any> Array<T?>.requireNoNulls(): Array<T> {
    for (element in this) {
        if (element == null) {
            throw IllegalArgumentException("null element found in $this.")
        }
    }
    @Suppress("UNCHECKED_CAST")
    return this as Array<T>
}
```

```kotlin
public inline fun <T> Array<out T>.partition(predicate: (T) -> Boolean): Pair<List<T>, List<T>> {
    val first = ArrayList<T>()
    val second = ArrayList<T>()
    for (element in this) {
        if (predicate(element)) {
            first.add(element)
        } else {
            second.add(element)
        }
    }
    return Pair(first, second)
}
```

```kotlin
public inline fun ByteArray.partition(predicate: (Byte) -> Boolean): Pair<List<Byte>, List<Byte>> {
    val first = ArrayList<Byte>()
    val second = ArrayList<Byte>()
    for (element in this) {
        if (predicate(element)) {
            first.add(element)
        } else {
            second.add(element)
        }
    }
    return Pair(first, second)
}
```

```kotlin
public inline fun ShortArray.partition(predicate: (Short) -> Boolean): Pair<List<Short>, List<Short>> {
    val first = ArrayList<Short>()
    val second = ArrayList<Short>()
    for (element in this) {
        if (predicate(element)) {
            first.add(element)
        } else {
            second.add(element)
        }
    }
    return Pair(first, second)
}
```

```kotlin
public inline fun IntArray.partition(predicate: (Int) -> Boolean): Pair<List<Int>, List<Int>> {
    val first = ArrayList<Int>()
    val second = ArrayList<Int>()
    for (element in this) {
        if (predicate(element)) {
            first.add(element)
        } else {
            second.add(element)
        }
    }
    return Pair(first, second)
}
```

```kotlin
public inline fun LongArray.partition(predicate: (Long) -> Boolean): Pair<List<Long>, List<Long>> {
    val first = ArrayList<Long>()
    val second = ArrayList<Long>()
    for (element in this) {
        if (predicate(element)) {
            first.add(element)
        } else {
            second.add(element)
        }
    }
    return Pair(first, second)
}
```

```kotlin
public inline fun FloatArray.partition(predicate: (Float) -> Boolean): Pair<List<Float>, List<Float>> {
    val first = ArrayList<Float>()
    val second = ArrayList<Float>()
    for (element in this) {
        if (predicate(element)) {
            first.add(element)
        } else {
            second.add(element)
        }
    }
    return Pair(first, second)
}
```

```kotlin
public inline fun DoubleArray.partition(predicate: (Double) -> Boolean): Pair<List<Double>, List<Double>> {
    val first = ArrayList<Double>()
    val second = ArrayList<Double>()
    for (element in this) {
        if (predicate(element)) {
            first.add(element)
        } else {
            second.add(element)
        }
    }
    return Pair(first, second)
}
```

```kotlin
public inline fun BooleanArray.partition(predicate: (Boolean) -> Boolean): Pair<List<Boolean>, List<Boolean>> {
    val first = ArrayList<Boolean>()
    val second = ArrayList<Boolean>()
    for (element in this) {
        if (predicate(element)) {
            first.add(element)
        } else {
            second.add(element)
        }
    }
    return Pair(first, second)
}
```

```kotlin
public inline fun CharArray.partition(predicate: (Char) -> Boolean): Pair<List<Char>, List<Char>> {
    val first = ArrayList<Char>()
    val second = ArrayList<Char>()
    for (element in this) {
        if (predicate(element)) {
            first.add(element)
        } else {
            second.add(element)
        }
    }
    return Pair(first, second)
}
```
```
ArrayList<Long>()
val second = ArrayList<Long>()
for (element in this) {
    if (predicate(element)) {
        first.add(element)
    } else {
        second.add(element)
    }
}
return Pair(first,
            second)

/**
 * Splits the original array into pair of lists, \( \forall x \in l \) where \( *\text{first}^* \) list contains elements for which
 * \( \text{predicate} \) yielded `true`, \( \forall x \in l \) while \( *\text{second}^* \) list contains elements for which \( \text{predicate} \) yielded `false`.
 * @sample samples.collections.Arrays.Transformations.partitionArrayOfPrimitives
 */
public inline fun FloatArray.partition(predicate: (Float) -> Boolean): Pair<List<Float>, List<Float>> {
    val first = ArrayList<Float>()
    val second = ArrayList<Float>()
    for (element in this) {
        if (predicate(element)) {
            first.add(element)
        } else {
            second.add(element)
        }
    }
    return Pair(first,
                second)
}

/**
 * Splits the original array into pair of lists, \( \forall x \in l \) where \( *\text{first}^* \) list contains elements for which
 * \( \text{predicate} \) yielded `true`, \( \forall x \in l \) while \( *\text{second}^* \) list contains elements for which \( \text{predicate} \) yielded `false`.
 * @sample samples.collections.Arrays.Transformations.partitionArrayOfPrimitives
 */
public inline fun DoubleArray.partition(predicate: (Double) -> Boolean): Pair<List<Double>, List<Double>> {
    val first = ArrayList<Double>()
    val second = ArrayList<Double>()
    for (element in this) {
        if (predicate(element)) {
            first.add(element)
        } else {
            second.add(element)
        }
    }
    return Pair(first,
                second)
}

/**
 * Splits the original array into pair of lists, \( \forall x \in l \) where \( *\text{first}^* \) list contains elements for which
 * \( \text{predicate} \) yielded `true`, \( \forall x \in l \) while \( *\text{second}^* \) list contains elements for which \( \text{predicate} \) yielded `false`.
 * @sample samples.collections.Arrays.Transformations.partitionArrayOfPrimitives
 */
public inline fun BooleanArray.partition(predicate: (Boolean) -> Boolean): Pair<List<Boolean>, List<Boolean>> {
    val first = ArrayList<Boolean>()
    val second = ArrayList<Boolean>()
    for (element in this) {
        if (predicate(element)) {
            first.add(element)
        } else {
            second.add(element)
        }
    }
    return Pair(first,
                second)
}

/**
 * Splits the original array into pair of lists, \( \forall x \in l \) where \( *\text{first}^* \) list contains elements for which
 * \( \text{predicate} \) yielded `true`, \( \forall x \in l \) while \( *\text{second}^* \) list contains elements for which \( \text{predicate} \) yielded `false`.
 * @sample samples.collections.Arrays.Transformations.partitionArrayOfPrimitives
 */
public inline fun CharArray.partition(predicate: (Char) -> Boolean): Pair<List<Char>, List<Char>> {
    val first = ArrayList<Char>()
    val second = ArrayList<Char>()
    for (element in this) {
        if (predicate(element)) {
            first.add(element)
        } else {
            second.add(element)
        }
    }
    return Pair(first,
                second)
}
```

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returned list has length of the shortest collection.

samples.collections.Iterables.Operations.zipIterable

*\n
@sample

samples.collections.Iterables.Operations.zipIterable\n
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samples.collections.Operations.zipIterable\n
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samples.collections.Operations.zipIterable\n
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@sample

samples.collections.Operations.zipIterable\n
*\n
@sample
T>.zip(other: Iterable<R>, transform: (a: T, b: R) -> V): List<V> { val arraySize = size
    val list = ArrayList<V>(minOf(other.collectionSizeOrDefault(10), arraySize))
    var i = 0
    for (element in other) {
        if (i >= arraySize) break
        list.add(transform(this[i++], element))
    }
    return list
} * Returns a list of values built from the elements of `this` array and the [other] collection with the same index

@sample samples.collections.Operations.zipIterableWithTransform

T>.zip(other: Iterable<R>, transform: (a: Byte, b: R) -> V): List<V> { val arraySize = size
    val list = ArrayList<V>(minOf(other.collectionSizeOrDefault(10), arraySize))
    var i = 0
    for (element in other) {
        if (i >= arraySize) break
        list.add(transform(this[i++], element))
    }
    return list
} * Returns a list of values built from the elements of `this` array and the [other] collection with the same index

@sample samples.collections.Operations.zipIterableWithTransform

T>.zip(other: Iterable<R>, transform: (a: Int, b: R) -> V): List<V> { val arraySize = size
    val list = ArrayList<V>(minOf(other.collectionSizeOrDefault(10), arraySize))
    var i = 0
    for (element in other) {
        if (i >= arraySize) break
        list.add(transform(this[i++], element))
    }
    return list
} * Returns a list of values built from the elements of `this` array and the [other] collection with the same index

@sample samples.collections.Operations.zipIterableWithTransform

T>.zip(other: Iterable<R>, transform: (a: Long, b: R) -> V): List<V> { val arraySize = size
    val list = ArrayList<V>(minOf(other.collectionSizeOrDefault(10), arraySize))
    var i = 0
    for (element in other) {
        if (i >= arraySize) break
        list.add(transform(this[i++], element))
    }
    return list
} * Returns a list of values built from the elements of `this` array and the [other] collection with the same index

@sample samples.collections.Operations.zipIterableWithTransform

T>.zip(other: Iterable<R>, transform: (a: Float, b: R) -> V): List<V> { val arraySize = size
    val list = ArrayList<V>(minOf(other.collectionSizeOrDefault(10), arraySize))
    var i = 0
    for (element in other) {
        if (i >= arraySize) break
        list.add(transform(this[i++], element))
    }
    return list
} * Returns a list of values built from the elements of `this` array and the [other] collection with the same index

@sample samples.collections.Operations.zipIterableWithTransform

T>.zip(other: Iterable<R>, transform: (a: Double, b: R) -> V): List<V> { val arraySize = size
    val list = ArrayList<V>(minOf(other.collectionSizeOrDefault(10), arraySize))
    var i = 0
    for (element in other) {
        if (i >= arraySize) break
        list.add(transform(this[i++], element))
    }
    return list
} * Returns a list of values built from the elements of `this` array and the [other] collection with the same index

@sample samples.collections.Operations.zipIterableWithTransform

T>.zip(other: Iterable<R>, transform: (a: Boolean, b: R) -> V): List<V> { val arraySize = size
    val list = ArrayList<V>(minOf(other.collectionSizeOrDefault(10), arraySize))
    var i = 0
    for (element in other) {
        if (i >= arraySize) break
        list.add(transform(this[i++], element))
    }
    return list
} * Returns a list of values built from the elements of `this` array and the [other] collection with the same index

@sample samples.collections.Operations.zipIterableWithTransform

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Returns a list of values built from the elements of `this` array and the [other] collection with the same index
using the provided [transform] function applied to each pair of elements.

* The returned list has length of the shortest collection.

@sample samples.collections.Iterables.Operations.zipIterableWithTransform

* A return line fun <R, V> CharArray.zip(other: Iterable<R>, transform: (a: Char, b: R) -> V): List<V> {
  val arraySize = size
  val list = ArrayList<V>(minOf(other.collectionSizeOrDefault(10), arraySize))
  var i = 0
  if (i >= arraySize) break
  list.add(transform(this[i++], element))
  return list
}/* Returns a list of pairs built from the elements of `this` array and the [other] array with the same index.
* The returned list has length of the shortest collection.

* A return line fun <T, V> CharArray.zip(other: CharArray, transform: (a: Char, b: Char) -> V): List<V> {
  val arraySize = size
  val list = ArrayList<V>(minOf(arraySize, other.size))
  var i = 0
  while (i < arraySize) {
    list.add(transform(this[i++], other[i++]))
  }
  return list
}
samples.collections.Iterables.Operations.zipIterableWithTransform\n */\n*\npublic inline fun <V> IntArray.zip(other: IntArray, transform: (a: Int, b: Int) -> V): List<V> {\n  val size = minOf(size, other.size)\n  val list = ArrayList<V>(size)\n  for (i in 0 until size) {\n    list.add(transform(this[i], other[i]))\n  }\n  return list\n}\n*\n* Returns a list of values built from the elements of `this` array and the `[other]` array with the same indexn * using the provided [transform] function applied to each pair of elements.\n* The returned list has length of the shortest array.\n* \n* @sample samples.collections.Iterables.Operations.zipIterableWithTransform\n
LongArray.zip(\n*\npublic inline fun <V> LongArray.zip(other: LongArray, transform: (a: Long, b: Long) -> V): List<V> {\n  val size = minOf(size, other.size)\n  val list = ArrayList<V>(size)\n  for (i in 0 until size) {\n    list.add(transform(this[i], other[i]))\n  }\n  return list\n}\n*\n* Returns a list of values built from the elements of `this` array and the `[other]` array with the same indexn * using the provided [transform] function applied to each pair of elements.\n* The returned list has length of the shortest array.\n* \n* @sample samples.collections.Iterables.Operations.zipIterableWithTransform\n
FloatArray.zip(\n*\npublic inline fun <V> FloatArray.zip(other: FloatArray, transform: (a: Float, b: Float) -> V): List<V> {\n  val size = minOf(size, other.size)\n  val list = ArrayList<V>(size)\n  for (i in 0 until size) {\n    list.add(transform(this[i], other[i]))\n  }\n  return list\n}\n*\n* Returns a list of values built from the elements of `this` array and the `[other]` array with the same indexn * using the provided [transform] function applied to each pair of elements.\n* The returned list has length of the shortest array.\n* \n* @sample samples.collections.Iterables.Operations.zipIterableWithTransform\n
DoubleArray.zip(\n*\npublic inline fun <V> DoubleArray.zip(other: DoubleArray, transform: (a: Double, b: Double) -> V): List<V> {\n  val size = minOf(size, other.size)\n  val list = ArrayList<V>(size)\n  for (i in 0 until size) {\n    list.add(transform(this[i], other[i]))\n  }\n  return list\n}\n*\n* Returns a list of values built from the elements of `this` array and the `[other]` array with the same indexn * using the provided [transform] function applied to each pair of elements.\n* The returned list has length of the shortest array.\n* \n* @sample samples.collections.Iterables.Operations.zipIterableWithTransform\n
ByteArray.zip(\n*\npublic inline fun <V> ByteArray.zip(other: ByteArray, transform: (a: Byte, b: Byte) -> V): List<V> {\n  val size = minOf(size, other.size)\n  val list = ArrayList<V>(size)\n  for (i in 0 until size) {\n    list.add(transform(this[i], other[i]))\n  }\n  return list\n}\n*\n* Returns a list of values built from the elements of `this` array and the `[other]` array with the same indexn * using the provided [transform] function applied to each pair of elements.\n* The returned list has length of the shortest array.\n* \n* @sample samples.collections.Iterables.Operations.zipIterableWithTransform\n
CharArray.zip(\n*\npublic inline fun <V> CharArray.zip(other: CharArray, transform: (a: Char, b: Char) -> V): List<V> {\n  val size = minOf(size, other.size)\n  val list = ArrayList<V>(size)\n  for (i in 0 until size) {\n    list.add(transform(this[i], other[i]))\n  }\n  return list\n}\n*\n* Returns a list of values built from the elements of `this` array and the `[other]` array with the same indexn * using the provided [transform] function applied to each pair of elements.\n* The returned list has length of the shortest array.\n* \n* @sample samples.collections.Iterables.Operations.zipIterableWithTransform\n
Array<out T>.joinTo(buffer: A, separator: CharSequence = ", ", prefix: CharSequence = "", postfix: CharSequence = "", limit: Int = -1, truncated: CharSequence = "...", transform: ((T) -> CharSequence)? = null): A \n  buffer.append(prefix)\n  var count = 0\n  for (element in this) {\n    if (++count > 1) \n      buffer.append(separator)\n    if (limit < 0 || count <= limit) \n      buffer.appendElement(element, transform)\n    else break\n  }\n  if (limit >= 0 && count > limit) buffer.append(truncated)\n  buffer.append(postfix)\n  return buffer\n\nelse if (prefix != null) {\n  buffer.append(prefix)\n  for (element in this) {\n    buffer.appendElement(element, transform)\n  }\n  buffer.appendSeparator()\n  if (limit < 0) {\n    buffer.append(truncated)\n  }\n  buffer.append(postfix)\n  return buffer
appended, followed by the [truncated] string (which defaults to \"...\") in * \n * @sample samples.collections.Collections.Transformations.joinToString

*public fun IntArray.joinToString(separator: CharSequence = \"\", prefix: CharSequence = \"\", postfix: CharSequence = \"\", limit: Int = -1, truncated: CharSequence = \"\", transform: ((Int) -> CharSequence)? = null): String {\n    return joinToString(StringBuilder(), separator, prefix, postfix, limit, truncated, transform).toString()
} *

*public fun LongArray.joinToString(separator: CharSequence = \"\", prefix: CharSequence = \"\", postfix: CharSequence = \"\", limit: Int = -1, truncated: CharSequence = \"\", transform: ((Long) -> CharSequence)? = null): String {\n    return joinToString(StringBuilder(), separator, prefix, postfix, limit, truncated, transform).toString()\n} *

*public fun FloatArray.joinToString(separator: CharSequence = \"\", prefix: CharSequence = \"\", postfix: CharSequence = \"\", limit: Int = -1, truncated: CharSequence = \"\", transform: ((Float) -> CharSequence)? = null): String {\n    return joinToString(StringBuilder(), separator, prefix, postfix, limit, truncated, transform).toString()\n} *

*public fun DoubleArray.joinToString(separator: CharSequence = \"\", prefix: CharSequence = \"\", postfix: CharSequence = \"\", limit: Int = -1, truncated: CharSequence = \"\", transform: ((Double) -> CharSequence)? = null): String {\n    return joinToString(StringBuilder(), separator, prefix, postfix, limit, truncated, transform).toString()\n} *

*public fun BooleanArray.joinToString(separator: CharSequence = \"\", prefix: CharSequence = \"\", postfix: CharSequence = \"\", limit: Int = -1, truncated: CharSequence = \"\", transform: ((Boolean) -> CharSequence)? = null): String {\n    return joinToString(StringBuilder(), separator, prefix, postfix, limit, truncated, transform).toString()\n} *

*public fun CharArray.joinToString(separator: CharSequence = \"\", prefix: CharSequence = \"\", postfix: CharSequence = \"\", limit: Int = -1, truncated: CharSequence = \"\", transform: ((Char) -> CharSequence)? = null): String {\n    return joinToString(StringBuilder(), separator, prefix, postfix, limit, truncated, transform).toString()\n} *

*public fun <T> Array<out T>.asIterable(): Iterable<T> {\n    if (isEmpty()) return emptyList()
    return Iterable { this.iterator() }\n} *

*public fun ByteArray.asIterable(): Iterable<Byte> {\n    if (isEmpty()) return emptyList()
    return Iterable { this.iterator() }\n} *

*public fun ShortArray.asIterable(): Iterable<Short> {\n    if (isEmpty()) return emptyList()
    return Iterable { this.iterator() }\n} *

*public fun IntArray.asIterable(): Iterable<Int> {\n    if (isEmpty()) return emptyList()
    return Iterable { this.iterator() }\n} *
emptyList()  
    return Iterable { this.iterator() }  

/**
 * Creates an [Iterable] instance that wraps the original array returning its elements when being iterated.
 */
public fun LongArray.asIterable(): Iterable<Long> {
    if (isEmpty()) return emptyList()
    return Iterable { this.iterator() }
}

/**
 * Creates an [Iterable] instance that wraps the original array returning its elements when being iterated.
 */
public fun FloatArray.asIterable(): Iterable<Float> {
    if (isEmpty()) return emptyList()
    return Iterable { this.iterator() }
}

/**
 * Creates an [Iterable] instance that wraps the original array returning its elements when being iterated.
 */
public fun DoubleArray.asIterable(): Iterable<Double> {
    if (isEmpty()) return emptyList()
    return Iterable { this.iterator() }
}

/**
 * Creates an [Iterable] instance that wraps the original array returning its elements when being iterated.
 */
public fun BooleanArray.asIterable(): Iterable<Boolean> {
    if (isEmpty()) return emptyList()
    return Iterable { this.iterator() }
}

/**
 * Creates an [Iterable] instance that wraps the original array returning its elements when being iterated.
 */
public fun CharArray.asIterable(): Iterable<Char> {
    if (isEmpty()) return emptyList()
    return Iterable { this.iterator() }
}

/**
 * Creates a [Sequence] instance that wraps the original array returning its elements when being iterated.
 */
public fun <T> Array<out T>.asSequence(): Sequence<T> {
    if (isEmpty()) return emptySequence()
    return Sequence { this.iterator() }
}

/**
 * Creates a [Sequence] instance that wraps the original array returning its elements when being iterated.
 */
public fun ByteArray.asSequence(): Sequence<Byte> {
    if (isEmpty()) return emptySequence()
    return Sequence { this.iterator() }
}

/**
 * Creates a [Sequence] instance that wraps the original array returning its elements when being iterated.
 */
public fun ShortArray.asSequence(): Sequence<Short> {
    if (isEmpty()) return emptySequence()
    return Sequence { this.iterator() }
}

/**
 * Creates a [Sequence] instance that wraps the original array returning its elements when being iterated.
 */
public fun IntArray.asSequence(): Sequence<Int> {
    if (isEmpty()) return emptySequence()
    return Sequence { this.iterator() }
}

/**
 * Creates a [Sequence] instance that wraps the original array returning its elements when being iterated.
 */
public fun LongArray.asSequence(): Sequence<Long> {
    if (isEmpty()) return emptySequence()
    return Sequence { this.iterator() }
}

/**
 * Creates a [Sequence] instance that wraps the original array returning its elements when being iterated.
 */
public fun FloatArray.asSequence(): Sequence<Float> {
    if (isEmpty()) return emptySequence()
    return Sequence { this.iterator() }
}

/**
 * Creates a [Sequence] instance that wraps the original array returning its elements when being iterated.
 */
public fun DoubleArray.asSequence(): Sequence<Double> {
    if (isEmpty()) return emptySequence()
    return Sequence { this.iterator() }
}

/**
 * Creates a [Sequence] instance that wraps the original array returning its elements when being iterated.
 */
public fun BooleanArray.asSequence(): Sequence<Boolean> {
    if (isEmpty()) return emptySequence()
    return Sequence { this.iterator() }
}

/**
 * Creates a [Sequence] instance that wraps the original array returning its elements when being iterated.
 */
public fun CharArray.asSequence(): Sequence<Char> {
    if (isEmpty()) return emptySequence()
    return Sequence { this.iterator() }
}

/**
 * Returns an average value of elements in the array.
 */
@kotlin.jvm.JvmName("averageOfByte")
public fun Array<out Byte>.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        ++count
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the array.
 */
@kotlin.jvm.JvmName("averageOfShort")
public fun Array<out Short>.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        ++count
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the array.
 */
@kotlin.jvm.JvmName("averageOfInt")
public fun Array<out Int>.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        ++count
    }
    return if (count == 0) Double.NaN else sum / count
}
== 0) Double.NaN else sum / count

/**
 * Returns an average value of elements in the array.
 */
@kotlin.jvm.JvmName("averageOfLong")
public fun Array<out Long>.average(): Double {
    var sum = 0.0
    var count = 0
    for (element in this) {
        sum += element
        ++count
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the array.
 */
@kotlin.jvm.JvmName("averageOfFloat")
public fun Array<out Float>.average(): Double {
    var sum = 0.0
    var count = 0
    for (element in this) {
        sum += element
        ++count
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the array.
 */
@kotlin.jvm.JvmName("averageOfDouble")
public fun Array<out Double>.average(): Double {
    var sum = 0.0
    var count = 0
    for (element in this) {
        sum += element
        ++count
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the array.
 */
public fun ByteArray.average(): Double {
    var sum = 0.0
    var count = 0
    for (element in this) {
        sum += element
        ++count
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the array.
 */
public fun ShortArray.average(): Double {
    var sum = 0.0
    var count = 0
    for (element in this) {
        sum += element
        ++count
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the array.
 */
public fun IntArray.average(): Double {
    var sum = 0.0
    var count = 0
    for (element in this) {
        sum += element
        ++count
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the array.
 */
public fun LongArray.average(): Double {
    var sum = 0.0
    var count = 0
    for (element in this) {
        sum += element
        ++count
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the array.
 */
public fun FloatArray.average(): Double {
    var sum = 0.0
    var count = 0
    for (element in this) {
        sum += element
        ++count
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the array.
 */
public fun DoubleArray.average(): Double {
    var sum = 0.0
    var count = 0
    for (element in this) {
        sum += element
        ++count
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns the sum of all elements in the array.
 */
@kotlin.jvm.JvmName("sumOfByte")
public fun Array<out Byte>.sum(): Int {
    var sum = 0
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the array.
 */
@kotlin.jvm.JvmName("sumOfShort")
public fun Array<out Short>.sum(): Int {
    var sum = 0
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the array.
 */
@kotlin.jvm.JvmName("sumOfInt")
public fun Array<out Int>.sum(): Int {
    var sum = 0
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the array.
 */
@kotlin.jvm.JvmName("sumOfLong")
public fun Array<out Long>.sum(): Long {
    var sum = 0L
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the array.
 */
@kotlin.jvm.JvmName("sumOfFloat")
public fun Array<out Float>.sum(): Float {
    var sum = 0.0f
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the array.
 */
@kotlin.jvm.JvmName("sumOfDouble")
public fun Array<out Double>.sum(): Double {
    var sum = 0.0
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the array.
 */
public fun ByteArray.sum(): Int {
    var sum = 0
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the array.
 */
public fun ShortArray.sum(): Int {
    var sum = 0
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the array.
 */
public fun IntArray.sum(): Int {
    var sum = 0
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the array.
 */
public fun LongArray.sum(): Long {
    var sum = 0L
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the array.
 */
public fun FloatArray.sum(): Float {
    var sum = 0.0f
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the array.
 */
public fun DoubleArray.sum(): Double {
    var sum = 0.0
    for (element in this) {
        sum += element
    }
    return sum
}
sum += element
}
return sum
}

/*
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 * license/LICENSE.txt file.
 */

@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("RangesKt")

package kotlin.ranges

// NOTE: THIS FILE IS AUTO-GENERATED by the GenerateStandardLib.kt
 See:
https://github.com/JetBrains/kotlin/tree/master/libraries/stdlib/

import kotlin.random.*

/**
 * Returns a random element from this range.
 * @throws IllegalArgumentException if this range is empty.
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline fun IntRange.random(): Int {
    return random(random)
}

/**
 * Returns a random element from this range using the specified source of randomness.
 * @throws IllegalArgumentException if this range is empty.
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline fun CharRange.random(): Char {
    return random(random)
}

/**
 * Returns a random element from this range using the specified source of randomness.
 * @throws IllegalArgumentException if this range is empty.
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline fun LongRange.random(): Long {
    return random(random)
}

/**
 * Returns a random element from this range, or `null` if this range is empty.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@kotlin.internal.InlineOnly
public inline fun IntRange.randomOrNull(): Int? {
    return randomOrNull(random)
}

/**
 * Returns a random element from this range, or `null` if this range is empty.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@kotlin.internal.InlineOnly
public inline fun LongRange.randomOrNull(): Long? {
    return randomOrNull(random)
}

/**
 * Returns a random element from this range, or `null` if this range is empty.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@kotlin.internal.InlineOnly
public inline fun CharRange.randomOrNull(): Char? {
    return randomOrNull(random)
}

/**
 * Returns `true` if this range contains the specified [element].
 * Always returns `false` if the [element] is `null`.
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline fun IntRange.contains(element: Int?): Boolean {
    return element != null && contains(element)
}

/**
 * Returns `true` if this range contains the specified [element].
 * Always returns `false` if the [element] is `null`.
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline fun LongRange.contains(element: Long?): Boolean {
    return element != null && contains(element)
}

/**
 * Returns `true` if this range contains the specified [element].
 * Always returns `false` if the [element] is `null`.
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline fun CharRange.contains(element: Char?): Boolean {
    return element != null && contains(element)
}

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Boolean {\n   return element != null \&\& contains(element)\n} \n
*ln* \n\n*\n@SinceKotlin("1.3")\n@kotlin.internal.InlineOnly\npublic inline operator fun CharRange.contains(element: Char?): Boolean {\n   return element != null \&\& contains(element)\n} \n
/**
 * Returns `true` if this range contains the specified \[element\].
 * Always returns `false` if the \[element\] is `null`.
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public operator fun ClosedRange<Char>.contains(value: Byte): Boolean {\n   return contains(value.toInt())\n} \n
/**
 * Checks if the specified \[value\] belongs to this range.
 */
@kotlin.jvm.JvmName("intRangeContains")
public operator fun ClosedRange<Int>.contains(value: Byte): Boolean {\n   return contains(value.toInt())\n} \n
/**
 * Checks if the specified \[value\] belongs to this range.
 */
@kotlin.jvm.JvmName("longRangeContains")
public operator fun ClosedRange<Long>.contains(value: Byte): Boolean {\n   return contains(value.toLong())\n} \n
/**
 * Checks if the specified \[value\] belongs to this range.
 */
@kotlin.jvm.JvmName("shortRangeContains")
public operator fun ClosedRange<Short>.contains(value: Byte): Boolean {\n   return contains(value.toShort())\n} \n
/**
 * Checks if the specified \[value\] belongs to this range.
 */
@kotlin.jvm.JvmName("doubleRangeContains")
public operator fun ClosedRange<Double>.contains(value: Byte): Boolean {\n   return contains(value.toDouble())\n} \n
/**
 * Checks if the specified \[value\] belongs to this range.
 */
@kotlin.jvm.JvmName("floatRangeContains")
public operator fun ClosedRange<Float>.contains(value: Byte): Boolean {\n   return contains(value.toFloat())\n} \n
/**
 * Checks if the specified \[value\] belongs to this range.
 */
@kotlin.jvm.JvmName("intRangeContains")
public operator fun ClosedRange<Int>.contains(value: Double): Boolean {\n   return value.toIntExactOrNull().let { if (it != null) contains(it) else false }\n} \n
/**
 * Checks if the specified \[value\] belongs to this range.
 */
@kotlin.jvm.JvmName("longRangeContains")
public operator fun ClosedRange<Long>.contains(value: Double): Boolean {\n   return value.toLongExactOrNull().let { if (it != null) contains(it) else false }\n} \n
/**
 * Checks if the specified \[value\] belongs to this range.
 */
@kotlin.jvm.JvmName("byteRangeContains")
public operator fun ClosedRange<Byte>.contains(value: Double): Boolean {\n   return value.toByteExactOrNull().let { if (it != null) contains(it) else false }\n} \n
/**
 * Checks if the specified \[value\] belongs to this range.
 */
@kotlin.jvm.JvmName("shortRangeContains")
public operator fun ClosedRange<Short>.contains(value: Double): Boolean {\n   return value.toShortExactOrNull().let { if (it != null) contains(it) else false }\n} \n
/**
 * Checks if the specified \[value\] belongs to this range.
 */
@kotlin.jvm.JvmName("floatRangeContains")
public operator fun ClosedRange<Float>.contains(value: Double): Boolean {\n   return contains(value.toFloat())\n} \n
/**
 * Checks if the specified \[value\] belongs to this range.
 */
@kotlin.jvm.JvmName("intRangeContains")
public operator fun ClosedRange<Int>.contains(value: Float): Boolean {\n   return value.toIntExactOrNull().let { if (it != null) contains(it) else false }\n} \n
/**
 * Checks if the specified \[value\] belongs to this range.
 */
@kotlin.jvm.JvmName("longRangeContains")
public operator fun ClosedRange<Long>.contains(value: Float): Boolean {\n   return value.toLongExactOrNull().let { if (it != null) contains(it) else false }\n} \n
/**
 * Checks if the specified \[value\] belongs to this range.
 */
@kotlin.jvm.JvmName("byteRangeContains")
public operator fun ClosedRange<Byte>.contains(value: Float): Boolean {\n   return value.toByteExactOrNull().let { if (it != null) contains(it) else false }\n} \n
/**
 * Checks if the specified \[value\] belongs to this range.
 */
@kotlin.jvm.JvmName("shortRangeContains")
public operator fun ClosedRange<Short>.contains(value: Float): Boolean {\n   return value.toShortExactOrNull().let { if (it != null) contains(it) else false }\n} \n
/**
 * Checks if the specified \[value\] belongs to this range.
 */
@kotlin.jvm.JvmName("floatRangeContains")
public operator fun ClosedRange<Float>.contains(value: Float): Boolean {\n   return contains(value.toFloat())\n} \n
/**
 * Checks if the specified \[value\] belongs to this range.
 */
@kotlin.jvm.JvmName("intRangeContains")
public operator fun ClosedRange<Int>.contains(value: Long): Boolean {\n   return value.toIntOrNull().let { if (it != null) contains(it) else false }\n} \n
/**
 * Checks if the specified \[value\] belongs to this range.
 */
@kotlin.jvm.JvmName("longRangeContains")
public operator fun ClosedRange<Long>.contains(value: Long): Boolean {\n   return value.toLongOrNull().let { if (it != null) contains(it) else false }\n} \n
/**
 * Checks if the specified \[value\] belongs to this range.
 */
@kotlin.jvm.JvmName("byteRangeContains")
public operator fun ClosedRange<Byte>.contains(value: Long): Boolean {\n   return value.toByteOrNull().let { if (it != null) contains(it) else false }\n} \n
/**
 * Checks if the specified \[value\] belongs to this range.
 */
@kotlin.jvm.JvmName("shortRangeContains")
public operator fun ClosedRange<Short>.contains(value: Long): Boolean {\n   return value.toShortOrNull().let { if (it != null) contains(it) else false }\n} \n
/**
 * Checks if the specified \[value\] belongs to this range.
 */
@kotlin.jvm.JvmName("floatRangeContains")
public operator fun ClosedRange<Float>.contains(value: Long): Boolean {\n   return contains(value.toFloat())\n} \n
/**
 * Checks if the specified \[value\] belongs to this range.
 */
@kotlin.jvm.JvmName("intRangeContains")
public operator fun ClosedRange<Int>.contains(value: Float): Boolean {\n   return value.toIntOrNull().let { if (it != null) contains(it) else false }\n} \n
/**
 * Checks if the specified \[value\] belongs to this range.
 */
@kotlin.jvm.JvmName("longRangeContains")
public operator fun ClosedRange<Long>.contains(value: Float): Boolean {\n   return value.toLongOrNull().let { if (it != null) contains(it) else false }\n} \n
/**
 * Checks if the specified \[value\] belongs to this range.
 */
@kotlin.jvm.JvmName("byteRangeContains")
public operator fun ClosedRange<Byte>.contains(value: Float): Boolean {\n   return value.toByteOrNull().let { if (it != null) contains(it) else false }\n} \n
/**
 * Checks if the specified \[value\] belongs to this range.
 */
@kotlin.jvm.JvmName("shortRangeContains")
public operator fun ClosedRange<Short>.contains(value: Float): Boolean {\n   return value.toShortOrNull().let { if (it != null) contains(it) else false }\n} \n
/**
 * Checks if the specified \[value\] belongs to this range.
 */
@kotlin.jvm.JvmName("floatRangeContains")
public operator fun ClosedRange<Float>.contains(value: Float): Boolean {\n   return contains(value.toFloat())\n}
and floating point arguments has ambiguous semantics and is going to be removed."
@kotlin.jvm.JvmName("floatRangeContains")
public operator fun ClosedRange<Float>.contains(value: Short): Boolean {
    return contains(value.toFloat())
}

/**
 * Returns a progression from this value down to the specified [to] value with the step -1 \n \n * If the [to] value is greater than `this` value the returned progression is empty.
 */
*public infix fun Int.downTo(to: Byte): IntProgression {
    return IntProgression.fromClosedRange(this, to.toInt(), -1).contains(*
        * If the [to] value is greater than `this` value the returned progression is empty.
 */
*public infix fun Short.downTo(to: Char): CharProgression {
    return CharProgression.fromClosedRange(this, to, -1).contains(*
        * If the [to] value is greater than `this` value the returned progression is empty.
 */
*public infix fun Long.downTo(to: Int): LongProgression {
    return LongProgression.fromClosedRange(this, to.toLong(), -1L).contains(*)
        * If the [to] value is greater than `this` value the returned progression is empty.
 */
*public infix fun Long.downTo(to: Long): LongProgression {
    return LongProgression.fromClosedRange(this, to, -1L).contains(*)
        * If the [to] value is greater than `this` value the returned progression is empty.
 */
*public infix fun Byte.downTo(to: Short): ShortProgression {
    return ShortProgression.fromClosedRange(this, to.toInt(), -1).contains(*
        * If the [to] value is greater than `this` value the returned progression is empty.
 */
*public infix fun Int.downTo(to: Long): IntProgression {
    return IntProgression.fromClosedRange(this, to.toLong(), -1L).contains(*
        * If the [to] value is greater than `this` value the returned progression is empty.
 */
*public infix fun FloatRangeContains()
The [to] value should be less than or equal to `this` value.

If the [to] value is greater than `this` value the returned progression is empty.

The [to] value should be less than or equal to `this` value.

If the [to] value is greater than `this` value the returned progression is empty.

Returns a progression from this value down to the specified [to] value with the step -1.

The [to] value should be less than or equal to `this` value.

If the [to] value is greater than `this` value the returned progression is empty.

Returns a progression from this value down to the specified [to] value with the step -1.

The [to] value should be less than or equal to `this` value.

If the [to] value is greater than `this` value the returned progression is empty.
but excluding the specified [to] value. If the [to] value is less than or equal to `this` value, then the returned range is empty.

public infix fun Short.until(to: Short): IntRange {
    return this.toInt() .. (to.toInt() - 1).toInt();
}

* Ensures that this value is not less than the specified [minimumValue].

public fun <T : Comparable<T>> T.coerceAtLeast(minimumValue: T): T {
    return if (this < minimumValue) minimumValue else this;
}

* Ensures that this value is not less than the specified [minimumValue].

@sample samples.comparisons.ComparableOps.coerceAtLeastComparable

public fun Byte.coerceAtLeast(minimumValue: Byte): Byte {
    return if (this < minimumValue) minimumValue else this;
}

* Ensures that this value is not less than the specified [minimumValue].

@sample samples.comparisons.ComparableOps.coerceAtLeast

public fun Short.coerceAtLeast(minimumValue: Short): Short {
    return if (this < minimumValue) minimumValue else this;
}

* Ensures that this value is not less than the specified [minimumValue].

@sample samples.comparisons.ComparableOps.coerceAtLeast

public fun Int.coerceAtLeast(minimumValue: Int): Int {
    return if (this < minimumValue) minimumValue else this;
}

* Ensures that this value is not less than the specified [minimumValue].

@sample samples.comparisons.ComparableOps.coerceAtLeast

public fun Long.coerceAtLeast(minimumValue: Long): Long {
    return if (this < minimumValue) minimumValue else this;
}

* Ensures that this value is not less than the specified [minimumValue].

@sample samples.comparisons.ComparableOps.coerceAtLeast

public fun Float.coerceAtLeast(minimumValue: Float): Float {
    return if (this < minimumValue) minimumValue else this;
}

* Ensures that this value is not less than the specified [minimumValue].

@sample samples.comparisons.ComparableOps.coerceAtLeast

public fun Double.coerceAtLeast(minimumValue: Double): Double {
    return if (this < minimumValue) minimumValue else this;
}

* Ensures that this value is not less than the specified [minimumValue].

@sample samples.comparisons.ComparableOps.coerceAtLeast

T.coerceAtMost(maximumValue: T): T {
    return if (this > maximumValue) maximumValue else this;
}

* Ensures that this value is not greater than the specified [maximumValue].

@sample samples.comparisons.ComparableOps.coerceAtMost

public fun Byte.coerceAtMost(maximumValue: Byte): Byte {
    return if (this > maximumValue) maximumValue else this;
}

* Ensures that this value is not greater than the specified [maximumValue].

@sample samples.comparisons.ComparableOps.coerceAtMost

public fun Short.coerceAtMost(maximumValue: Short): Short {
    return if (this > maximumValue) maximumValue else this;
}

* Ensures that this value is not greater than the specified [maximumValue].

@sample samples.comparisons.ComparableOps.coerceAtMost

public fun Int.coerceAtMost(maximumValue: Int): Int {
    return if (this > maximumValue) maximumValue else this;
}

* Ensures that this value is not greater than the specified [maximumValue].

@sample samples.comparisons.ComparableOps.coerceAtMost

public fun Long.coerceAtMost(maximumValue: Long): Long {
    return if (this > maximumValue) maximumValue else this;
}

* Ensures that this value is not greater than the specified [maximumValue].

@sample samples.comparisons.ComparableOps.coerceAtMost

public fun Float.coerceAtMost(maximumValue: Float): Float {
    return if (this > maximumValue) maximumValue else this;
}

* Ensures that this value is not greater than the specified [maximumValue].

@sample samples.comparisons.ComparableOps.coerceAtMost

public fun Double.coerceAtMost(maximumValue: Double): Double {
    return if (this > maximumValue) maximumValue else this;
}

* Ensures that this value is not greater than the specified [maximumValue].

@sample samples.comparisons.ComparableOps.coerceAtMost
\n\n@return this value if it's less than or equal to the [maximumValue] or the [maximumValue] otherwise.
@sample samples.comparisons.ComparableOps.coerceAtMost

@public fun Float.coerceAtMost(maximumValue: Float): Float {
    return if (this > maximumValue) maximumValue else this
}

\n\n@return this value if it's less than or equal to the [maximumValue] or the [maximumValue] otherwise.
@sample samples.comparisons.ComparableOps.coerceAtMost

@public fun Double.coerceAtMost(maximumValue: Double): Double {
    return if (this > maximumValue) maximumValue else this
}

/**
 * Ensures that this value lies in the specified range [minimumValue], [maximumValue].
 * @return this value if it's less than or equal to the [maximumValue], or [maximumValue] if this value is greater than [maximumValue].
 * @sample samples.comparisons.ComparableOps.coerceIn
 */
public fun <T : Comparable<T>> T.coerceIn(minimumValue: T?, maximumValue: T?): T {
    if (minimumValue == null && maximumValue == null) {
        if (this < minimumValue) return minimumValue
        if (this > maximumValue) return maximumValue
    }
    else {
        if (minimumValue != null && this < minimumValue) return minimumValue
        if (maximumValue != null && this > maximumValue) return maximumValue
    }
    return this
}

/**
 * Ensures that this value lies in the specified range [minimumValue], [maximumValue].
 * @return this value if it's less than or equal to the [maximumValue], or [maximumValue] if this value is greater than [maximumValue].
 * @sample samples.comparisons.ComparableOps.coerceIn
 */
public fun Byte.coerceIn(minimumValue: Byte, maximumValue: Byte): Byte {
    if (minimumValue > maximumValue) throw IllegalArgumentException("Cannot coerce value to an empty range: maximum $maximumValue is less than minimum $minimumValue.")
    if (this < minimumValue) return minimumValue
    if (this > maximumValue) return maximumValue
    return this
}

/**
 * Ensures that this value lies in the specified range [minimumValue], [maximumValue].
 * @return this value if it's less than or equal to the [maximumValue], or [maximumValue] if this value is greater than [maximumValue].
 * @sample samples.comparisons.ComparableOps.coerceIn
 */
public fun Short.coerceIn(minimumValue: Short, maximumValue: Short): Short {
    if (minimumValue > maximumValue) throw IllegalArgumentException("Cannot coerce value to an empty range: maximum $maximumValue is less than minimum $minimumValue.")
    if (this < minimumValue) return minimumValue
    if (this > maximumValue) return maximumValue
    return this
}

/**
 * Ensures that this value lies in the specified range [minimumValue], [maximumValue].
 * @return this value if it's less than or equal to the [maximumValue], or [maximumValue] if this value is greater than [maximumValue].
 * @sample samples.comparisons.ComparableOps.coerceIn
 */
public fun Int.coerceIn(minimumValue: Int, maximumValue: Int): Int {
    if (minimumValue > maximumValue) throw IllegalArgumentException("Cannot coerce value to an empty range: maximum $maximumValue is less than minimum $minimumValue.")
    if (this < minimumValue) return minimumValue
    if (this > maximumValue) return maximumValue
    return this
}

/**
 * Ensures that this value lies in the specified range [minimumValue], [maximumValue].
 * @return this value if it's less than or equal to the [maximumValue], or [maximumValue] if this value is greater than [maximumValue].
 * @sample samples.comparisons.ComparableOps.coerceIn
 */
public fun Long.coerceIn(minimumValue: Long, maximumValue: Long): Long {
    if (minimumValue > maximumValue) throw IllegalArgumentException("Cannot coerce value to an empty range: maximum $maximumValue is less than minimum $minimumValue.")
    if (this < minimumValue) return minimumValue
    if (this > maximumValue) return maximumValue
    return this
}
IllegalArgumentException("Cannot coerce value to an empty range: maximum $maximumValue is less than minimum $minimumValue.

if (this < minimumValue) return minimumValue

if (this > maximumValue) return maximumValue

return this

* Ensures that this value lies in the specified range

[minimunValue..maximumValue].

* @return this value if it's in the range, or [minimumValue] if this value is less than [minimumValue], or [maximumValue] if this value is greater than [maximumValue].

* @sample samples.comparisons.ComparableOps.coerceIn

fun Double.coerceIn(minimumValue: Double, maximumValue: Double): Double {
    Double(0)

    if (minimumValue > maximumValue) throw

    if (this < minimumValue) return minimumValue

    if (this > maximumValue) return maximumValue

    return this

* @sample samples.comparisons.ComparableOps.coerceInFloatingPointRange

fun T.coerceIn(range: ClosedFloatingPointRange<T>): T {
    if (range is EmptyRange) throw

    if (this < range.start) return range.start

    if (this > range.endInclusive) return range.endInclusive

    return this

* @sample samples.comparisons.ComparableOps.coerceInComparable

fun T.coerceIn(range: ClosedRange<T>): T {
    if (range is EmptyRange) throw

    if (this < range.start) return range.start

    if (this > range.endInclusive) return range.endInclusive

    return this

* @sample samples.comparisons.ComparableOps.coerceIn

fun Int.coerceIn(range: ClosedRange<Int>): Int {
    if (range is EmptyRange) throw

    if (this < range.start) return range.start

    if (this > range.endInclusive) return range.endInclusive

    return this

* @sample samples.comparisons.ComparableOps.coerceIn

fun Long.coerceIn(range: ClosedRange<Long>): Long {
    if (range is EmptyRange) throw

    if (this < range.start) return range.start

    if (this > range.endInclusive) return range.endInclusive

    return this

* @sample samples.comparisons.ComparableOps.coerceIn

internal class UByte internal constructor(data: Byte) : Comparable<UByte> {

    companion object {

        const val MIN_VALUE: UByte = UByte(0)

        const val MAX_VALUE: UByte = UByte(-1)

        const val Byte.

        val UNITS
class UByte {

    companion object {

        const val MIN_VALUE: UByte = UByte(0)

        const val MAX_VALUE: UByte = UByte(-1)

        val Byte.

        val UNITS
SIZE_BYTES: Int = 1\n
/*\npublic const val SIZE_BITS: Int = 8 */\n
/**\n * The number of bits used to represent an instance of UByte in a binary form.\n */

    public const val SIZE_BITS: Int = 8
    }

    /**\n     * Compares this value with the specified value for order.\n     */
    public override inline operator fun compareTo(other: UByte): Int =\n        this.toInt().compareTo(other.toInt())
    /**\n     * Compares this value with the specified value for order.\n     */
    public inline operator fun compareTo(other: UShort): Int =\n        this.toInt().compareTo(other.toInt())
    /**\n     * Compares this value with the specified value for order.\n     */
    public inline operator fun compareTo(other: UInt): Int =\n        this.toUInt().compareTo(other)
    /**\n     * Compares this value with the specified value for order.\n     */
    public inline operator fun compareTo(other: ULong): Int =\n        this.toULong().compareTo(other)
    /**\n     * Adds the other value to this value.\n     */
    public inline operator fun plus(other: UByte): UInt =\n        this.toUInt().plus(other.toUInt())
    /**\n     * Adds the other value to this value.\n     */
    public inline operator fun plus(other: UShort): UInt =\n        this.toUInt().plus(other.toUInt())
    /**\n     * Adds the other value to this value.\n     */
    public inline operator fun plus(other: UInt): UInt =\n        this.toUInt().plus(other)
    /**\n     * Adds the other value to this value.\n     */
    public inline operator fun plus(other: ULong): ULong =\n        this.toULong().plus(other)
    /**\n     * Subtracts the other value from this value.\n     */
    public inline operator fun minus(other: UByte): UInt =\n        this.toUInt().minus(other.toUInt())
    /**\n     * Subtracts the other value from this value.\n     */
    public inline operator fun minus(other: UShort): UInt =\n        this.toUInt().minus(other.toUInt())
    /**\n     * Subtracts the other value from this value.\n     */
    public inline operator fun minus(other: UInt): UInt =\n        this.toUInt().minus(other)
    /**\n     * Subtracts the other value from this value.\n     */
    public inline operator fun minus(other: ULong): ULong =\n        this.toULong().minus(other)
    /**\n     * Multiplies this value by the other value.\n     */
    public inline operator fun times(other: UByte): UInt =\n        this.toUInt().times(other.toUInt())
    /**\n     * Multiplies this value by the other value.\n     */
    public inline operator fun times(other: UShort): UInt =\n        this.toUInt().times(other.toUInt())
    /**\n     * Multiplies this value by the other value.\n     */
    public inline operator fun times(other: UInt): UInt =\n        this.toUInt().times(other)
    /**\n     * Multiplies this value by the other value.\n     */
    public inline operator fun times(other: ULong): ULong =\n        this.toULong().times(other)
    /**\n     * Divides this value by the other value.\n     */
    public inline operator fun div(other: UByte): UInt =\n        this.toUInt().div(other.toUInt())
    /**\n     * Divides this value by the other value.\n     */
    public inline operator fun div(other: UShort): UInt =\n        this.toUInt().div(other.toUInt())
    /**\n     * Divides this value by the other value.\n     */
    public inline operator fun div(other: UInt): UInt =\n        this.toUInt().div(other)
    /**\n     * Divides this value by the other value.\n     */
    public inline operator fun div(other: ULong): ULong =\n        this.toULong().div(other)
    /**\n     * Calculates the remainder of dividing this value by the other value.\n     */
    public inline operator fun rem(other: UByte): UInt =\n        this.toUInt().rem(other.toUInt())
    /**\n     * Calculates the remainder of dividing this value by the other value.\n     */
    public inline operator fun rem(other: UShort): UInt =\n        this.toUInt().rem(other.toUInt())
    /**\n     * Calculates the remainder of dividing this value by the other value.\n     */
    public inline operator fun rem(other: UInt): UInt =\n        this.toUInt().rem(other)
    /**\n     * Calculates the remainder of dividing this value by the other value.\n     */
    public inline operator fun rem(other: ULong): ULong =\n        this.toULong().rem(other)
    /**\n     * Increments this value.\n     */
    public inline operator fun inc(): UByte =\n        this.toUInt().inc()
```kotlin
public inline operator fun inc(): UByte = UByte(data.inc())
/** Decrements this value. */
public inline operator fun dec(): UByte = UByte(data.dec())
/** Performs a bitwise AND operation between the two values. */
public inline operator fun rangeTo(other: UByte): UIntRange = UIntRange(this.toUInt(), other.toUInt())
/** Performs a bitwise OR operation between the two values. */
public inline operator fun or(other: UByte): UByte = UByte(this.data or other.data)
/** Performs a bitwise XOR operation between the two values. */
public inline operator fun xor(other: UByte): UByte = UByte(this.data xor other.data)
/** Inverts the bits in this value. */
public inline fun inv(): UByte = UByte(data.inv())
/** Converts this [UByte] value to [Byte]. */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline fun Byte.toUByte(): UByte = UByte(this)
/** Converts this [Short] value to [UByte]. */
public inline fun Short.toUByte(): UByte = UByte(this)
/** Converts this [Int] value to [UByte]. */
public inline fun Int.toUByte(): UByte = UByte(this)
/** Converts this [Long] value to [UByte]. */
public inline fun Long.toUByte(): UByte = UByte(this)
/** Converts this [Float] value to [UByte]. */
public inline fun Float.toUByte(): UByte = UByte(this)
/** Converts this [Double] value to [UByte]. */
public inline fun Double.toUByte(): UByte = UByte(this)
```

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UInt(this.data.minus(other.data))  /** Subtracts the other value from this value. */
@kotlin.internal.InlineOnly
public inline operator fun minus(other: ULong): ULong =
this.toULong().minus(other)  /** Multiplies this value by the other value. */
@kotlin.internal.InlineOnly
public inline operator fun times(other: UByte): UInt = this.times(toUIntOther))  /** Multiplies this value by the other value. */
@kotlin.internal.InlineOnly
public inline operator fun times(other: UShort): UInt =
this.times(toUIntOther))  /** Multiplies this value by the other value. */
@kotlin.internal.InlineOnly
public inline operator fun times(other: UInt): UInt =
this.data.times(other.data)  /** Multiplies this value by the other value. */
@kotlin.internal.InlineOnly
public inline operator fun times(other: ULong): ULong =
this.toULong().times(other)  /** Divides this value by the other value. */
@kotlin.internal.InlineOnly
public inline operator fun div(other: UByte): UInt =
this.div(toUIntOther))  /** Divides this value by the other value. */
@kotlin.internal.InlineOnly
public inline operator fun div(other: UShort): UInt =
this.div(toUIntOther))  /** Divides this value by the other value. */
@kotlin.internal.InlineOnly
public inline operator fun div(other: UInt): UInt =
uintDivide(this, other)  /** Divides this value by the other value. */
@kotlin.internal.InlineOnly
public inline operator fun div(other: ULong): ULong =
this.toULong().div(other)  /** Calculates the remainder of dividing this value by the other value. */
@kotlin.internal.InlineOnly
public inline operator fun rem(other: UByte): UInt =
this.rem(toUIntOther))  /** Calculates the remainder of dividing this value by the other value. */
@kotlin.internal.InlineOnly
public inline operator fun rem(other: UShort): UInt =
this.rem(toUIntOther))  /** Calculates the remainder of dividing this value by the other value. */
@kotlin.internal.InlineOnly
public inline operator fun rem(other: UInt): UInt =
uintRemainder(this, other)  /** Calculates the remainder of dividing this value by the other value. */
@kotlin.internal.InlineOnly
public inline operator fun rem(other: ULong): ULong =
this.toULong().rem(other)  /** Increments this value. */
@kotlin.internal.InlineOnly
operator fun inc(): UInt =
UInt(data.inc())  /** Decrements this value. */
@kotlin.internal.InlineOnly
operator fun dec(): UInt =
UInt(data.dec())  /** Creates a range from this value to the specified other value. */
@kotlin.internal.InlineOnly
public inline operator fun rangeTo(other: UInt): UIntRange =
UIntRange(this, other)  /** Shifts this value left by the bitCount number of bits. */
@kotlin.internal.InlineOnly
infix fun shl(bitCount: Int): UInt =
UInt(data shl bitCount)  /** Shifts this value right by the bitCount number of bits, filling the leftmost bits with zeros. */
@kotlin.internal.InlineOnly
infix fun shr(bitCount: Int): UInt =
UInt(data ushr bitCount)  /** Performs a bitwise AND operation between the two values. */
@kotlin.internal.InlineOnly
public inline infix fun and(other: UInt): UInt =
UInt(this.data and other.data)  /** Performs a bitwise OR operation between the two values. */
@kotlin.internal.InlineOnly
public inline infix fun or(other: UInt): UInt =
UInt(this.data or other.data)  /** Performs a bitwise XOR operation between the two values. */
@kotlin.internal.InlineOnly
public inline infix fun xor(other: UInt): UInt =
UInt(this.data xor other.data)  /** Inverts the bits in this value. */
@kotlin.internal.InlineOnly
fun inv(): UInt =
UInt(data.inv())  /** Converts this [UInt] value to [Byte]. */
@kotlin.internal.InlineOnly
public inline fun toByte(): Byte =
data.toByte()  /** Converts this [UInt] value to [Short]. */
@kotlin.internal.InlineOnly
public inline fun toShort(): Short =
data.toShort()  /** Converts this [UInt] value to [Int]. */
@kotlin.internal.InlineOnly
public inline fun toInt(): Int =
data.toInt()  /** Converts this [UInt] value to [Long]. */
@kotlin.internal.InlineOnly
public inline fun toLong(): Long =
data.toLong()  /** Converts this [UInt] value to [Float]. */
@kotlin.internal.InlineOnly
public inline fun toFloat(): Float =
data.toFloat()  /** Converts this [UInt] value to [Double]. */
@kotlin.internal.InlineOnly
public inline fun toDouble(): Double =
data.toDouble()  /** The resulting `Byte` value is represented by the least significant 8 bits of this `UInt` value. Note that the resulting `Byte` value may be negative. */
@kotlin.internal.InlineOnly
public inline fun toByte(): Byte =
data.toByte()  /** The resulting `Short` value is represented by the least significant 16 bits of this `UInt` value. Note that the resulting `Short` value may be negative. */
@kotlin.internal.InlineOnly
public inline fun toShort(): Short =
data.toShort()  /** The resulting `Int` value is represented by the least significant 32 bits of this `UInt` value. Note that the resulting `Int` value may be negative. */
@kotlin.internal.InlineOnly
public inline fun toInt(): Int =
data.toInt()  /** The resulting `Long` value is represented by the least significant 64 bits of this `UInt` value. Note that the resulting `Long` value may be negative. */
@kotlin.internal.InlineOnly
public inline fun toLong(): Long =
data.toLong()  **/ The
least significant 32 bits of the resulting `Long` value are the same as the bits of this `UInt` value.
* whereas the most significant 32 bits are filled with zeros.

*/*
@kotlin.internal.InlineOnly
public inline fun toLong():
Long = data.toLong() and 0xFFFF_FFFF
/**
* Converts this [UInt] value to [UByte].
* * If this value is less than or equals to [UByte.MAX_VALUE], the resulting `UByte` value represents
* the same numerical value as this `UInt`. * * The resulting `UByte` value is represented by the least significant 8 bits of this `UInt` value.
* */
@kotlin.internal.InlineOnly
public inline fun toUByte(): UByte =
data.toUByte()
/**
* Converts this [UInt] value to [UShort].
* * If this value is less than or equals to [UShort.MAX_VALUE], the resulting `UShort` value represents
* the same numerical value as this `UInt`. * * The resulting `UShort` value is represented by the least significant 16 bits of this `UInt` value.
* */
@kotlin.internal.InlineOnly
public inline fun toUShort(): UShort =
data.toUShort()
/**
* Converts this [UInt] value to [ULong].
* * The least significant 32 bits of the resulting `ULong` value are the same as the bits of this `UInt` value.
* whereas the most significant 32 bits are filled with zeros.
* */
@kotlin.internal.InlineOnly
public inline fun toULong(): ULong =
ULong(data.toLong() and 0xFFFF_FFFF)
/**
* Converts this [UInt] value to [Float].
* */
@kotlin.internal.InlineOnly
public inline fun toFloat(): Float =
this.toDouble().toFloat()
The resulting `Float` value represents the same numerical value as this `UShort`. */

    public inline fun toULong(): ULong = ULong(data.toLong() and 0xFFFF)

    /**
     * Converts this `UShort` value to `Float`.
     *
     * The least significant 16 bits of the resulting `Float` value are the same as the bits of this `UShort`
     * value, whereas the most significant 48 bits are filled with zeros.
     */
    @kotlin.internal.InlineOnly
    public inline fun toFloat(): Float = Float(data.toFloat() and 0xFFFF)

    /**
     * Performs a bitwise OR operation between the two values.
     */
    @kotlin.internal.InlineOnly
    public inline infix fun or(other: UShort): UShort = UShort(this.data or other.data)

    /** Performs a bitwise XOR operation between the two values. */
    @kotlin.internal.InlineOnly
    public inline infix fun xor(other: UShort): UShort = UShort(this.data xor other.data)

    /** Performs a bitwise AND operation between the two values. */
    @kotlin.internal.InlineOnly
    public inline infix fun and(other: UShort): UShort = UShort(this.data and other.data)

    /** Creates a range from this value to the specified [other] value. */
    @kotlin.internal.InlineOnly
    public inline infix fun rangeTo(other: UShort): UIntRange = UIntRange(this.toUInt(), other.toUInt())

    /** Calculates the remainder of dividing this value by the other value. */
    @kotlin.internal.InlineOnly
    public inline operator fun rem(other: ULong): ULong = this.toULong().rem(other.toULong())

    /** Calculates the remainder of dividing this value by the other value. */
    @kotlin.internal.InlineOnly
    public inline operator fun rem(other: UShort): UShort = this.toUInt().rem(other.toUInt())

    /** Calculates the remainder of dividing this value by the other value. */
    @kotlin.internal.InlineOnly
    public inline operator fun rem(other: UInt): UInt = this.toUInt().rem(other.toUInt())

    /** Calculates the remainder of dividing this value by the other value. */
    @kotlin.internal.InlineOnly
    public inline operator fun rem(other: UByte): UByte = data.toUByte()
@kotlin.internal.InlineOnly
public inline fun toFloat(): Float = this.toInt().toFloat()
/**
 * Converts this `UShort` value to `Double`. `UShort` is a 16-bit integer type,
 * and `Double` is a 64-bit floating-point type. The conversion is performed by
 * casting the `UShort` value to `Int` and then to `Double`. This method is
 * useful for converting small integer values to floating-point values.
 */
@kotlin.internal.InlineOnly
public inline fun toDouble(): Double = this.toInt().toDouble()

/**
 * Converts this `Byte` value to `UShort`. `Byte` is an 8-bit integer type,
 * and `UShort` is a 16-bit integer type.

 * If this value is positive, the resulting `UShort` value represents the same numerical
 * value as this `Byte`. If the value is negative, the result of this method is undefined
 * and may not be equal to the result of converting the `Byte` value to `Int` and then to `Short`.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun Byte.toUShort(): UShort = UShort(this.toShort())
/**
 * Converts this `Short` value to `UShort`. `Short` is a 16-bit integer type,
 * and `UShort` is a 16-bit integer type.

 * If this value is positive, the resulting `UShort` value represents the same numerical
 * value as this `Short`. If the value is negative, the result of this method is undefined
 * and may not be equal to the result of converting the `Short` value to `Int` and then to `Byte`.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun Short.toUShort(): UShort = UShort(this)
/**
 * Converts this `Int` value to `UShort`. `Int` is a 32-bit integer type,
 * and `UShort` is a 16-bit integer type.

 * If this value is positive and less than or equals to `UShort.MAX_VALUE`, the resulting `UShort` value represents
 * the same numerical value as this `Int`. `UShort.MAX_VALUE` is a constant that
 * represents the maximum value that a `UShort` can hold.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun Int.toUShort(): UShort = UShort(this.toShort())
/**
 * Converts this `Long` value to `UShort`. `Long` is a 64-bit integer type,
 * and `UShort` is a 16-bit integer type.

 * If this value is positive and less than or equals to `UShort.MAX_VALUE`, the resulting `UShort` value represents
 * the same numerical value as this `Long`. `UShort.MAX_VALUE` is a constant that
 * represents the maximum value that a `UShort` can hold.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun Long.toUShort(): UShort = UShort(this.toShort())

/*
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 * found in the license/LICENSE.txt file.
 */

// Auto-generated file. DO NOT EDIT!

package kotlin.ranges

/**
 * A range of values of type `Char`.
 */
public class CharRange(start: Char, endInclusive: Char) : CharProgression(start, endInclusive, 1), ClosedRange<Char> {
    override val start: Char get() = first
    override val endInclusive: Char get() = last

    override fun contains(value: Char): Boolean = first <= value && value <= last

    override fun isEmpty(): Boolean = first > last

    override fun equals(other: Any?): Boolean =
        other is CharRange && (isEmpty() && other.isEmpty() ||
        first == other.first && last == other.last)

    override fun hashCode(): Int =
        if (isEmpty()) -1 else (31 * first.toInt() + last.toInt())

    override fun toString(): String = "$first..$last"

    companion object {
        /** An empty range of values of type Char. */
        public val EMPTY: CharRange = CharRange(1.toChar(), 0.toChar())
    }
}

/**
 * A range of values of type `Int`.
 */
public class IntRange(start: Int, endInclusive: Int) : IntProgression(start, endInclusive, 1), ClosedRange<Int> {
    override val start: Int get() = first
    override val endInclusive: Int get() = last

    override fun contains(value: Int): Boolean = first <= value && value <= last

    override fun isEmpty(): Boolean = first > last

    override fun equals(other: Any?): Boolean =
        other is IntRange && (isEmpty() && other.isEmpty() ||
        first == other.first && last == other.last)

    override fun hashCode(): Int =
        if (isEmpty()) -1 else (31 * first + last)

    override fun toString(): String = "$first..$last"

    companion object {
        /** An empty range of values of type Int. */
        public val EMPTY: IntRange = IntRange(1, 0)
    }
}

/**
 * A range of values of type `Long`.
 */
public class LongRange(start: Long, endInclusive: Long) : LongProgression(start, endInclusive, 1), ClosedRange<Long> {
    override val start: Long get() = first
    override val endInclusive: Long get() = last

    override fun contains(value: Long): Boolean = first <= value && value <= last

    override fun isEmpty(): Boolean = first > last

    override fun equals(other: Any?): Boolean =
        other is LongRange && (isEmpty() && other.isEmpty() ||
        first == other.first && last == other.last)

    override fun hashCode(): Int =
        if (isEmpty()) -1 else (31 * first xor (first ushr 32)) + (last xor (last ushr 32))

    override fun toString(): String = "$first..$last"

    companion object {
        /** An empty range of values of type Long. */
        public val EMPTY: LongRange = LongRange(1, 0)
    }
}
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import kotlin.collections.
import kotlin.contracts.*
import kotlin.experimental.ExperimentalTypeInference::class

package kotlin.collections

@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("CollectionsKt")

@file:UseExperimental(kotlin.experimental.ExperimentalTypeInference::class)

internal object EmptyIterator : ListIterator<Nothing> {
    override fun hasNext(): Boolean = false
    override fun hasPrevious(): Boolean = false
    override fun nextIndex(): Int = 0
    override fun previousIndex(): Int = -1
    override fun next(): Nothing = throw NoSuchElementException()
    override fun previous(): Nothing = throw NoSuchElementException()
}

internal object EmptyList : List<Nothing>, Serializable, RandomAccess {
    private const val serialVersionUID: Long = -7390468764508069838L

    @file:kotlin.jvm.JvmMultifileClass
    @file:kotlin.jvm.JvmName("CollectionsKt")
    @file:UseExperimental(
        kotlin.experimental.ExperimentalTypeInference::class)
    
    package kotlin.collections

    import kotlin.contracts.*

    internal object EmptyIterator : ListIterator<Nothing> {
        override fun hasNext(): Boolean = false
        override fun hasPrevious(): Boolean = false
        override fun nextIndex(): Int = 0
        override fun previousIndex(): Int = -1
        override fun next(): Nothing = throw NoSuchElementException()
        override fun previous(): Nothing = throw NoSuchElementException()
    }

    internal object EmptyList : List<Nothing>, Serializable, RandomAccess {
        private const val serialVersionUID: Long = -7390468764508069838L

        override fun equals(other: Any?): Boolean = other is List<*> && other.isEmpty()
        override fun hashCode(): Int = 1
        override fun toString(): String = "[]"

        override val size: Int get() = 0
        override fun isEmpty(): Boolean = true
        override fun contains(element: Nothing): Boolean = false
        override fun containsAll(elements: Collection<Nothing>): Boolean = elements.isEmpty()

        override fun get(index: Int): Nothing = throw IndexOutOfBoundsException("Empty list doesn’t contain element at index "$index.")
        override fun indexOf(element: Nothing): Int = -1
        override fun lastIndexOf(element: Nothing): Int = -1

        override fun iterator(): Iterator<Nothing> = EmptyIterator
        override fun listIterator(): ListIterator<Nothing> = EmptyIterator
        override fun listIterator(index: Int): ListIterator<Nothing> {
            if (index != 0) throw IndexOutOfBoundsException("Index: $index")
            return this
        }

        override fun subList(fromIndex: Int, toIndex: Int): List<Nothing> {
            if (fromIndex == 0 && toIndex == 0) return this
            throw IndexOutOfBoundsException("fromIndex: $fromIndex, toIndex: $toIndex")
        }

        private fun readResolve(): Any = EmptyList
    }

    internal fun <T> Array<out T>.asCollection(): Collection<T> = ArrayAsCollection(this, isVarargs = false)

    private class ArrayAsCollection<T>(val values: Array<out T>, val isVarargs: Boolean) : Collection<T> {
        override val size: Int get() = values.size
        override fun isEmpty(): Boolean = values.isEmpty()
        override fun contains(element: T): Boolean = values.contains(element)
        override fun containsAll(elements: Collection<T>): Boolean = elements.all { contains(it) }
        override fun iterator(): Iterator<T> = values.iterator()
        // override hidden toArray implementation to prevent copying of values array
        public fun toArray(): Array<out Any?> = values.copyToArrayOfAny(isVarargs)
    }

    /**
     * Returns an empty read-only list. The returned list is serializable (JVM).
     * @sample samples.collections.Collections.Lists.emptyList
     */
    public fun <T> emptyList(): List<T> = EmptyList

    /**
     * Returns a new read-only list of the given elements. The returned list is serializable (JVM).
     * @sample samples.collections.Collections.Lists.emptyList
     */
    @kotlin.internal.InlineOnly
    public inline fun <T> listOf(): List<T> = emptyList()

    /**
     * Returns a new read-only list of the given elements. The returned list is serializable (JVM).
     * @sample samples.collections.Collections.Lists.emptyList
     */
    @SinceKotlin("1.1")
    @kotlin.internal.InlineOnly
    public inline fun <T> mutableListOf(): MutableList<T> = ArrayList()

    /**
     * Returns a new read-only list of the given elements. The returned list is serializable (JVM).
     * @sample samples.collections.Collections.Lists.emptyList
     */
    @SinceKotlin("1.1")
    @kotlin.internal.InlineOnly
    public inline fun <T> arrayListOf(): MutableList<T> = ArrayList()
```kotlin
@sample samples.collections.Collections.Lists.listOfNotNull
/**
 * @sample samples.collections.Collections.Lists.listOfNotNull
 */
public fun <T : Any>
  listOfNotNull(vararg elements: T?): List<T> = elements.filterNotNull()

/**
 * Creates a new read-only list with the specified [size], where each element is calculated by calling the specified
 * [init] function.
 * @param init the function to initialize the list elements.
 * @return a new read-only list with the specified [size] and initialized elements.
 * @sample samples.collections.Collections.Lists.readOnlyListFromInitializer
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public inline fun <T> List(size: Int, init: (index: Int) -> T): List<T> {
    var list = ArrayList<T>(size)
    repeat(size) { index -> list.add(init(index)) }
    return list
}

/**
 * Creates a new mutable list with the specified [size], where each element is calculated by calling the specified
 * [init] function.
 * @param init the function to initialize the list elements.
 * @return a new mutable list with the specified [size] and initialized elements.
 * @sample samples.collections.Collections.Lists.mutableListFromInitializer
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public inline fun <T> MutableList(size: Int, init: (index: Int) -> T): MutableList<T> {
    val list = ArrayList<T>(size)
    repeat(size) { index -> list.add(init(index)) }
    return list
}

/**
 * Builds a new read-only [List] by populating a [MutableList] using the given
 * [builderAction] and returning a read-only list with the same elements.
 * @param builderAction the function to initialize the list elements.
 * @return a new read-only list with the same elements as [builderAction].
 * @sample samples.collections.Builders.Lists.buildListSample
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@kotlin.internal.InlineOnly
public inline fun <E> buildList(@BuilderInference builderAction: MutableList<E>.() -> Unit): List<E> {
    contract {
        callsInPlace(builderAction, InvocationKind.EXACTLY_ONCE) }
    return ArrayList<E>().apply(builderAction)
}

/**
 * Builds a new read-only [List] by populating a [MutableList] using the given
 * [builderAction] and returning a read-only list with the same elements.
 * @param capacity the expected number of elements to add.
 * @param builderAction the function to initialize the list elements.
 * @return a new read-only list with the same elements as [builderAction].
 * @throws IllegalArgumentException if the given [capacity] is negative.
 * @sample samples.collections.Builders.Lists.buildListSample
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@kotlin.internal.InlineOnly
public inline fun <E> buildList(capacity: Int, @BuilderInference builderAction: MutableList<E>.() -> Unit): List<E> {
    contract {
        callsInPlace(builderAction, InvocationKind.EXACTLY_ONCE) }
    checkBuilderCapacity(capacity)
    return ArrayList<E>(capacity).apply(builderAction)
}

/**
 * Returns an [IntRange] of the valid indices for this
 * collection.
 * @sample samples.collections.Collections.Collections.indicesOfCollection
 */
public val Collection<*>.indices: IntRange
    get() = 0..size - 1

/**
 * Returns the index of the last item in the list or -1 if
 * the list is empty.
 * @sample samples.collections.Collections.Lists.lastIndexOfList
 */
public val <T> List<T>.lastIndex: Int
    get() = this.size - 1

/**
 * Returns `true` if the collection is not empty.
 * @sample samples.collections.Collections.Collections.collectionIsNotEmpty
 */
@kotlin.internal.InlineOnly
public inline fun <T> Collection<T>.isNotEmpty(): Boolean = !isEmpty()

/**
 * Returns `true` if this nullable collection is
 * either null or empty.
 * @sample samples.collections.Collections.Collections.collectionIsNullOrEmpty
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline fun <T> Collection<T>?.isNullOrEmpty(): Boolean {
    contract {
        returns(false) implies (this@isNullOrEmpty != null)
    }
    return this == null || this.isEmpty()
}

/**
 * Returns this Collection if it's not `null` and the empty list otherwise.
 * @sample samples.collections.Collections.Collections.collectionOrEmpty
 */
@kotlin.internal.InlineOnly
public inline fun <T> Collection<T>?.orEmpty(): Collection<T> = this ?: emptyList()

/**
 * Returns this List if it's not `null` and
 * the empty list otherwise.
 * @sample samples.collections.Collections.Lists.listOrEmpty
 */
@kotlin.internal.InlineOnly
public inline fun <T> List<T>?.orEmpty(): List<T> = this ?: emptyList()

/**
 * Returns this collection if it's not empty
 * or the result of calling [defaultValue] function if the collection is
 * empty.
 * @sample samples.collections.Collections.Collections.collectionIfEmpty
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline fun <C, R> C.ifEmpty(defaultValue: () -> R): R where C : Collection<*>, C : R
    = if (isEmpty()) defaultValue() else this

// Optional content...
```

---

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restriction of `containsAll` that requires to pass a collection of type `Collection<E>`.

@sample samples.collections.Collections.Collections.collectionContainsAll

@Suppress("EXTENSION_SHADOWED_BY_MEMBER") // false warning, extension takes precedence in some cases

Collection<T>.containsAll(elements: Collection<T>): Boolean = this.containsAll(elements)

List<T>.optimizeReadonlyList() = when (size) {
    0 -> emptyList()
    1 -> List(of(0))
    else ->
        this
}

* Searches this list or its range for the provided [element] using the binary search algorithm.

The list is expected to be sorted into ascending order according to the Comparable natural ordering of its elements.

Otherwise the result is undefined.

* If the list contains multiple elements equal to the specified [element], there is no guarantee which one will be found.

* `null` value is considered to be less than any non-null value.

* @return the index of the element, if it is contained in the list within the specified range.

* Otherwise, the inverted insertion point `(-insertion point - 1)`.

* The insertion point is defined as the index at which the element should be inserted.

So that the list (or the specified subrange of list) still remains sorted.

* @sample samples.collections.Collections.Collections.Lists.binarySearchOnComparable

* @sample samples.collections.Collections.Collections.Lists.binarySearchWithBoundaries

List<T>.binarySearch(element: T?, fromIndex: Int = 0, toIndex: Int = size): Int {
    rangeCheck(size, fromIndex, toIndex)

    var low = fromIndex
    var high = toIndex - 1

    while (low <= high) {
        val mid = (low + high).ushr(1) // safe from overflows
        val midVal = get(mid)
        val cmp = comparator.compare(midVal, element)

        if (cmp < 0)
            low = mid + 1
        else if (cmp > 0)
            high = mid - 1
        else
            return mid // key found

    } return -(low + 1) // key not found

* Searches this list or its range for an element having the key returned by the specified [selector] function equal to the provided [key] using the binary search algorithm.

* The list is expected to be sorted into ascending order according to the Comparable natural ordering of keys of its elements.

* Otherwise the result is undefined.

* If the list contains multiple elements equal to the specified [key], there is no guarantee which one will be found.

* `null` value is considered to be less than any non-null value.

* @return the index of the element, if it is contained in the list within the specified range.

* Otherwise, the inverted insertion point `(-insertion point - 1)`.

* The insertion point is defined as the index at which the element should be inserted.

* So that the list (or the specified subrange of list) still remains sorted according to the specified [comparator].

* @sample samplescollections.Collections.Collections.Lists.binarySearchWithComparator

* @sample samples.collections.Collections.Collections.Lists.binarySearchByKey

* Function overload --- too rare

List<T>.binarySearchBy(key: K?, fromIndex: Int = 0, toIndex: Int = size, selector: (T) -> K?)

* Searches this list or its range for an element for which the given [comparison] function returns zero using the binary search algorithm.

* The list is expected to be sorted
so that the signs of the [comparison] function’s return values ascend on the list elements.

- i.e. negative values come before zero and zeroes come before positive values.

- Otherwise, the result is undefined.

- If the list contains multiple elements for which [comparison] returns zero, there is no guarantee which one will be found.

- @param comparison function that returns zero when called on the list element being searched.

- On the elements coming before the target element, the function must return negative values;

- on the elements coming after the target element, the function must return positive values.

- @return the index of the found element, if it is contained in the list within the specified range; otherwise, the inverted insertion point `(insertion point - 1)`.

- The insertion point is defined as the index at which the element should be inserted.

- So that the list (or the specified subrange of list) still remains sorted.

@sample

samples.collections.Collections.Lists.binarySearchWithComparisonFunction

### List<T>.binarySearch(fromIndex: Int = 0, toIndex: Int = size, comparison: (T) -> Int): Int

- List<T>
- var low = fromIndex
- var high = toIndex - 1
- while (low <= high):

  - val mid = (low + high).ushr(1) // safe from overflows
  - val midVal = get(mid)

  - if (cmp < 0)
    - low = mid + 1
  - else if (cmp > 0)
    - high = mid - 1
  - else
    - return mid // key found

- return -(low + 1) // key not found

- Checks that ’from’ and ’to’ are in an* the range of [0..size] and throws an appropriate exception, if they aren’t.

- @param comparison

- @return the index of the found element, if it is contained in the list within the specified range; otherwise, the inverted insertion point.

### rangeCheck(size: Int, fromIndex: Int, toIndex: Int)

- when (fromIndex > toIndex) -> throw IndexOutOfBoundsException("fromIndex ($fromIndex) is greater than toIndex ($toIndex).")

- fromIndex < 0 -> throw IndexOutOfBoundsException("fromIndex ($fromIndex) is less than zero.")

- toIndex > size -> throw IndexOutOfBoundsException("toIndex ($toIndex) is greater than size ($size).")

- Checks that ’from’ and ’to’ are in an* the range of [0..size] and throws an appropriate exception, if they aren’t.

- @param comparison

- @return the index of the found element, if it is contained in the list within the specified range; otherwise, the inverted insertion point.

### throwIndexOverflow()

- throws IndexOutOfBoundsException("Index overflow has happened.")

- throw IndexOutOfBoundsException("Count overflow has happened.")

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- *n @file:kotlin.jvm.JvmMultifileClass

- *n @file:kotlin.jvm.JvmName("MapsKt")

- *n @file:UseExperimental(kotlin

- .experimental.ExperimentalTypeInference::class)

- *n package kotlin.collections

- *n import kotlin.contracts.*

- *n private const val serialVersionUID: Long = 8246714829545688274

- *n override fun equals(other: Any?): Boolean = other is Map

- *n & & override fun hashCode(): Int = 0

- *n override fun toString(): String = \\

- *n override val size: Int get() = 0

- *n override fun isEmpty(): Boolean = true

- *n override fun containsKey(key: Any?): Boolean = false

- *n override fun containsValue(value: Nothing): Boolean = false

- @PublishedApi

- @SinceKotlin("1.3")

- *n internal fun checkCountOverflow(count: Int)

- @PublishedApi

- @SinceKotlin("1.3")

- *n internal fun throwCountOverflow() { throw ArithmeticException("Count overflow has happened.")

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- @PublishedApi

- @SinceKotlin("1.3")

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The returned map preserves the entry iteration order.

```kotlin
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public inline fun <K, V> mutableMapOf():
    LinkedHashMap<K, V> = HashMap<K, V>(Int.MAX_VALUE)
```

```
@kotlin.internal.InlineOnly
public fun <K, V> hashMapOf(vararg pairs: Pair<K, V>): HashMap<K, V> =
    LinkedHashMap<K, V>(mapCapacity(pairs.size)).apply { putAll(pairs) }
```

```
@kotlin.internal.InlineOnly
public fun <K, V> linkedMapOf(vararg pairs: Pair<K, V>): LinkedHashMap<K, V> =
    pairs.toMap(LinkedHashMap(mapCapacity(pairs.size)))
```

```
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public inline fun <K, V> buildMap(@BuilderInference builderAction: MutableMap<K, V>.() -> Unit): Map<K, V> {
    return LinkedHashMap<K, V>().apply(builderAction)
}
```

```
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public inline fun <K, V> buildMap(capacity: Int, @BuilderInference builderAction: MutableMap<K, V>.() -> Unit): Map<K, V> {
    checkBuilderCapacity(capacity)
    return LinkedHashMap<K, V>(mapCapacity(capacity)).apply(builderAction)
}
```

```
@PublishedApi
internal expect fun mapCapacity(expectedSize: Int): Int
```

```
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public inline fun checkBuilderCapacity(capacity: Int): Boolean {
    // Implementation...
    return true
}
```

```
@PublishedApi
internal expect fun buildMapSample(kotlin.internal.InlineOnly
    public inline fun <K, V> buildMap(@BuilderInference builderAction: MutableMap<K, V>.() -> Unit): Map<K, V> {
        return LinkedHashMap<K, V>().apply(builderAction)
    }
}
```

```
@SinceKotlin("1.1")
@ExperimentalStdlibApi
@kotlin.internal.InlineOnly
public inline fun <K, V> buildMap(capacity: Int, @BuilderInference builderAction: MutableMap<K, V>.() -> Unit): Map<K, V> {
    checkBuilderCapacity(capacity)
    return LinkedHashMap<K, V>(mapCapacity(capacity)).apply(builderAction)
}
```

```
@PublishedApi
internal expect fun calculateMapCapacity(capacity: Int): Int
```

```
@SinceKotlin("1.1")
@ExperimentalStdlibApi
@kotlin.internal.InlineOnly
public inline fun calculateMapCapacity(capacity: Int): Int {
    // Implementation...
    return Int.MAX_VALUE
}
```

```
@PublishedApi
internal expect fun checkMapCapacity(capacity: Int): Boolean {
    // Implementation...
    return true
}
```

```
@SinceKotlin("1.1")
@ExperimentalStdlibApi
@kotlin.internal.InlineOnly
public inline fun checkMapCapacity(capacity: Int): Boolean {
    // Implementation...
    return true
}
```

```
@PublishedApi
internal expect fun Map.mapIsNotEmpty(): Boolean {
    // Implementation...
    return true
}
```

```
@SinceKotlin("1.1")
@ExperimentalStdlibApi
@kotlin.internal.InlineOnly
public inline fun <K, V> mapIsNotEmpty(): Boolean {
    // Implementation...
    return true
}
```

```
@SinceKotlin("1.1")
@ExperimentalStdlibApi
@kotlin.internal.InlineOnly
public inline fun <K, V> mapIsNotEmpty(): Boolean {
    // Implementation...
    return true
}
```
Map<out K, V>.isNotEmpty(): Boolean = !isEmpty()  * Returns `true` if this nullable map is either null or empty.
* @sample samples.collections.Maps.Usage

@SinceKotlin("1.3")
public inline fun <K, V> Map<out K, V>.isEmpty(): Boolean = size == 0  * Returns `true` if the map is empty.
* @sample samples.collections.Maps.Usage

/**
 * Returns `true` if this nullable map is either null or empty.
 * @sample samples.collections.Maps.Usage.mapIsNullOrEmpty
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline fun <K, V> Map<out K, V>?.isNullOrEmpty(): Boolean {
    contract {
        returns(false) implies (this@isNullOrEmpty != null)
    }

    return this == null || isEmpty()
}

/**
 * Returns the [Map] if its not `null`, or the empty [Map] otherwise.
 * @sample samples.collections.Maps.Usage.mapOrEmpty
 */
@kotlin.internal.InlineOnly
public inline fun <K, V> Map<K, V>?.orEmpty(): Map<K, V> = this ?: emptyMap()

/**
 * Returns this map if it's not empty, or the result of calling [defaultValue] function if the map is empty.
 * @sample samples.collections.Maps.Usage.mapIfEmpty
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline fun <M, R> M.ifEmpty(defaultValue: () -> R): R where M : Map<*, *>, M : R =
    if (isEmpty()) defaultValue() else this

/**
 * Checks if the map contains the given key.
 * This method allows to use the `x in map` syntax for checking whether an object is contained in the map.
 * @sample samples.collections.Maps.Usage.containsKey
 */
@kotlin.internal.InlineOnly
public inline operator fun <@kotlin.internal.OnlyInputTypes K> Map<out K, V>.contains(key: K): Boolean = containsKey(key)

/**
 * Returns the value corresponding to the given [key], or `null` if such a key is not present in the map.
 * @sample samples.collections.Maps.Usage
 */
@kotlin.internal.InlineOnly
public inline operator fun <@kotlin.internal.OnlyInputTypes K, V> Map<out K, V>.get(key: K): V? =
    @Suppress("UNCHECKED_CAST") (this as Map<K, V>).get(key)

/**
 * Allows to use the index operator for storing values in a mutable map.
 * @sample samples.collections.Maps.Usage
 */
@kotlin.internal.InlineOnly
    put(key, value)
}

/**
 * Returns `true` if the map contains the specified [key].
 * Allows to overcome type-safety restriction of `containsKey` that requires to pass a key of type `K`.
 * @sample samples.collections.Maps.Usage.containsKey
 */
@kotlin.internal.InlineOnly
public inline fun <K> Map<out K, *>.containsKey(key: K): Boolean =
    @Suppress("UNCHECKED_CAST") (this as Map<K, *>).containsKey(key)

/**
 * Returns `true` if the map maps one or more keys to the specified [value].
 * Allows to overcome type-safety restriction of `containsValue` that requires to pass a value of type `V`.
 * @sample samples.collections.Maps.Usage
 */
@Suppress("EXTENSION_SHADOWED_BY_MEMBER")
@kotlin.internal.InlineOnly
public inline fun <K, @kotlin.internal.OnlyInputTypes V> Map<K, V>.containsValue(value: V): Boolean =
    this.containsValue(value)

/**
 * Removes the specified key and its corresponding value from this map.
 * @return the previous value associated with the key, or `null` if the key was not present in the map.
 * @sample samples.collections.Maps.Usage
 */
@kotlin.internal.InlineOnly
public inline fun <@kotlin.internal.OnlyInputTypes K, V> Map<out K, V>.remove(key: K): V? =
    @Suppress("UNCHECKED_CAST") (this as Map<K, V>).remove(key)

/**
 * Converts entry to [Pair] with key being first component and value being second.
 */
@kotlin.internal.InlineOnly
public inline fun <K, V> Map.Entry<K, V>.toPair(): Pair<K, V> = Pair(key, value)

/**
 * Returns the value for the given key, or the result of the [defaultValue] function if there was no entry for the given key.
 * @sample samples.collections.Maps.Usage
 */
@kotlin.internal.InlineOnly
    get(key) ?: defaultValue()

internal inline fun <K, V> Map<K, V>.getOrElseNullable(key: K, defaultValue: () -> V): V {
    val value = get(key)
    if (value == null && !containsKey(key)) {
        return defaultValue()
    } else {
        return value
    }
}

/**
 * Converts entry to [Pair] with key being first component and value being second.
 */
@kotlin.internal.InlineOnly
public inline fun <K, V> Map.Entry<K, V>.component1(): K = key

/**
 * Returns the value component of the map entry.
 */
@kotlin.internal.InlineOnly
public inline operator fun <K, V> Map.Entry<K, V>.component2(): V =
    @Suppress("UNCHECKED_CAST") value

/**
 * Converts entry to [Pair] with key being first component and value being second.
 */
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public inline fun <K, V> Map.Entry<K, V>.toPair(): Pair<K, V> = Pair(key, value)

/**
 * Returns the value for the given key, or the result of the [defaultValue] function if there was no entry for the given key.
 * @sample samples.collections.Maps.Usage
 */
@kotlin.internal.InlineOnly
    get(key) ?: defaultValue()

internal inline fun <K, V> Map<K, V>.getOrElseNullable(key: K, defaultValue: () -> V): V {
    val value = get(key)
    if (value == null && !containsKey(key)) {
        return defaultValue()
    } else {
        return value
    }
}

/**
 * Removes the specified key and its corresponding value from this map.
 */
@kotlin.internal.InlineOnly
public inline fun <@kotlin.internal.OnlyInputTypes K, V> Map<out K, V>.remove(key: K): V? =
    @Suppress("UNCHECKED_CAST") (this as Map<K, V>).remove(key)

/**
 * Returns the value component of the map entry.
 */
@kotlin.internal.InlineOnly
public inline operator fun <K, V> Map.Entry<K, V>.component2(): V =
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 * Converts entry to [Pair] with key being first component and value being second.
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 * Returns the value for the given key, or the result of the [defaultValue] function if there was no entry for the given key.
 * @sample samples.collections.Maps.Usage
 */
@kotlin.internal.InlineOnly
    get(key) ?: defaultValue()

internal inline fun <K, V> Map<K, V>.getOrElseNullable(key: K, defaultValue: () -> V): V {
    val value = get(key)
    if (value == null && !containsKey(key)) {
        return defaultValue()
    } else {
        return value
    }
}

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 * Converts entry to [Pair] with key being first component and value being second.
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@kotlin.internal.InlineOnly
public inline fun <K, V> Map.Entry<K, V>.component1(): K = key

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 * Returns the value component of the map entry.
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public inline operator fun <K, V> Map.Entry<K, V>.component2(): V =
    @Suppress("UNCHECKED_CAST") value

/**
 * Converts entry to [Pair] with key being first component and value being second.
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public inline fun <K, V> Map.Entry<K, V>.toPair(): Pair<K, V> = Pair(key, value)

/**
 * Returns the value for the given key, or the result of the [defaultValue] function if there was no entry for the given key.
 * @sample samples.collections.Maps.Usage
 */
@kotlin.internal.InlineOnly
    get(key) ?: defaultValue()

internal inline fun <K, V> Map<K, V>.getOrElseNullable(key: K, defaultValue: () -> V): V {
    val value = get(key)
    if (value == null && !containsKey(key)) {
        return defaultValue()
    } else {
        return value
    }
}

/**
 * Converts entry to [Pair] with key being first component and value being second.
 */
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public inline fun <K, V> Map.Entry<K, V>.component1(): K = key

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 * Returns the value component of the map entry.
 */
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public inline operator fun <K, V> Map.Entry<K, V>.component2(): V =
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 * Converts entry to [Pair] with key being first component and value being second.
 */
@kotlin.internal.InlineOnly
public inline fun <K, V> Map.Entry<K, V>.toPair(): Pair<K, V> = Pair(key, value)

/**
 * Returns the value for the given key, or the result of the [defaultValue] function if there was no entry for the given key.
 * @sample samples.collections.Maps.Usage
 */
@kotlin.internal.InlineOnly
    get(key) ?: defaultValue()

internal inline fun <K, V> Map<K, V>.getOrElseNullable(key: K, defaultValue: () -> V): V {
    val value = get(key)
    if (value == null && !containsKey(key)) {
        return defaultValue()
    } else {
        return value
    }
}
for the given [key] or throws an exception if there is no such key in the map.

If the map was created by [withDefault], resorts to its `defaultValue` provider function instead of throwing an exception. * * * no throws NoSuchElementException when the map doesn't contain a value for the specified key and * * * no implicit default value was provided for that map. * * * Since Kotlin("1.1") * * * public inline fun * * * <K, V> * * * Map<K, V>.getOrPut(key: K, defaultValue: () -> V): V

getOrPut(key: K): V = getValue(key) ?: (defaultValue() ?: null)

If the map was created by [withDefault], resorts to its `defaultValue` provider function instead of throwing an exception.

* throws NoSuchElementException when the map doesn't contain a value for the specified key and

* no implicit default value was provided for that map.

* If the map was created by [withDefault], resorts to its `defaultValue` provider function instead of throwing an exception.

If the key is not found in the map, calls the [defaultValue] function, puts its result into the map under the given key and returns it. * * * Note that the operation is not guaranteed to be atomic if the map is being modified concurrently.

* * * * @sample samples.collections.Maps.Usage.getOrPut

    val value = get(key)
    return if (value == null) {
        val answer = defaultValue()
        put(key, answer)
        answer
    } else {
        value
    }
}

* * * * Returns a [MutableMap<K, V>] from the given [Map<K, V>], using the specified transformer.

* * * * @sample samples.collections.Maps.Transformations.mapValues

public inline fun <K, V> Map<K, V>.mapValues(transform: (Map.Entry<K, V>) -> V): Map<K, V> {
    return mapValuesTo(mapCapacity(size), transform) // .optimizeReadOnlyMap()
}

* * * * Returns a new map with entries having the keys of this map and the values obtained by applying the [transform] function to each entry in this [Map].

* * * * @sample samples.collections.Maps.Transformations.mapValues

public inline fun <K, V> Map<K, V>.mapKeys(transform: (Map.Entry<K, V>) -> V): Map<V, K> {
    return mapKeysTo(mapCapacity(size), transform) // .optimizeReadOnlyMap()
}

* * * * Returns a map containing only keys matching the given [predicate].

* * * * @sample samples.collections.Maps.Transformations.filterKeys

public inline fun <K> Map<K, V>.filterKeys(predicate: (K) -> Boolean): Map<K, V> {
    val result = LinkedHashMap<K, V>()
    for (entry in this) {
        if (predicate(entry.key)) {
            result.put(entry.key, entry.value)
        }
    }
    return result
}

* * * * * Returns a map containing all key-value pairs with keys matching the given [predicate].

* * * * * @sample samples.collections.Maps.Transformations.filterKeys

    val result = LinkedHashMap<K, V>()
    for ((key, value) in pairs) {
        if (predicate(key, value)) {
            result.put(key, value)
        }
    }
    return result
}

* * * * * Returns a map containing all key-value pairs with values

* * * * * @sample samples.collections.Maps.Transformations.filterValues

    val result = LinkedHashMap<K, V>()
    for ((key, value) in this) {
        if (predicate(key, value)) {
            result.put(key, value)
        }
    }
    return result
}

* * * * * Returns a map containing all key-value pairs with keys matching the given [predicate].

* * * * * @sample samples.collections.Maps.Transformations.filterKeys

    val result = LinkedHashMap<K, V>()
    for ((key, value) in pairs) {
        if (predicate(key, value)) {
            result.put(key, value)
        }
    }
    return result
}

* * * * * Returns a map containing all key-value pairs with values

* * * * * @sample samples.collections.Maps.Transformations.filterValues

    val result = LinkedHashMap<K, V>()
    for ((key, value) in this) {
        if (predicate(key, value)) {
            result.put(key, value)
        }
    }
    return result
}

* * * * * Returns a map containing all key-value pairs with keys matching the given [predicate].

* * * * * @sample samples.collections.Maps.Transformations.filterKeys

    val result = LinkedHashMap<K, V>()
    for ((key, value) in pairs) {
        if (predicate(key, value)) {
            result.put(key, value)
        }
    }
    return result
}

* * * * * Returns a map containing all key-value pairs with values
matching the given [predicate].\n *\n * The returned map preserves the entry iteration order of the original map.\n * @sample samples.collections.Maps.Filtering.filterValues\n */

public inline fun <K, V> Map<out K, V>.filterValues(predicate: (V) -> Boolean): Map<K, V> {\n    val result = LinkedHashMap<K, V>()\n    for (entry in this) {\n        if (predicate(entry.value)) {\n            result.put(entry.key, entry.value)\n        }\n    }\n    return result\n}

@sample samples.collections.Maps.Filtering.filterValues\n */

public inline fun <K, V> Map<out K, V>.filterTo(destination: M, predicate: (Map.Entry<K, V>) -> Boolean): M {\n    for (element in this) {\n        if (predicate(element)) {\n            destination.put(element.key, element.value)\n        }\n    }\n    return destination\n}

/**
 * Returns a new map containing all key-value pairs matching the given [predicate].\n *\n * The returned map preserves the entry iteration order of the original map.\n * @sample samples.collections.Maps.Filtering.filter\n */

public inline fun <K, V> Map<out K, V>.filter(predicate: (Map.Entry<K, V>) -> Boolean): Map<K, V> {\n    return filterTo(LinkedHashMap<K, V>(), predicate)\n}

/**
 * Returns a new map containing all key-value pairs not matching the given [predicate].\n *\n * The returned map preserves the entry iteration order of the original map.\n * @sample samples.collections.Maps.Filtering.filterNot\n */

public inline fun <K, V> Map<out K, V>.filterNot(predicate: (Map.Entry<K, V>) -> Boolean): Map<K, V> {\n    return filterTo(LinkedHashMap<K, V>(), predicate)\n}

/**
 * Populates and returns the destination mutable map with key-value pairs from the given array of pairs.\n * @sample samples.collections.Maps.Filtering.filterTo\n */

public inline fun <K, V, M : MutableMap<in K, in V>> Map<out K, V>.filterTo(destination: M, predicate: (Map.Entry<K, V>) -> Boolean): M {\n    for (element in this) {\n        if (predicate(element)) {\n            destination.put(element.key, element.value)\n        }\n    }\n    return destination\n}

/**
 * Populates and returns the destination mutable map with key-value pairs from the given collection of pairs.\n *\n * The returned map preserves the entry iteration order of the original collection.\n * If any of two pairs would have the same key the last one gets added to the map.\n *\n * @sample samples.collections.Maps.Filtering.filterTo\n */

public inline fun <K, V, M : MutableMap<in K, in V>> Map<out K, V>.filterTo(destination: M, predicate: (Map.Entry<K, V>) -> Boolean): M {\n    for (element in this) {\n        if (predicate(element)) {\n            destination.put(element.key, element.value)\n        }\n    }\n    return destination\n}

/**
 * Populates and returns the destination mutable map with key-value pairs from the given sequence of pairs.\n *\n * The returned map preserves the entry iteration order of the original sequence.\n * If any of two pairs would have the same key the last one gets added to the map.\n *\n * @sample samples.collections.Maps.Filtering.filterTo\n */

public inline fun <K, V, M : MutableMap<in K, in V>> Sequence<Pair<K, V>>.filterTo(destination: M): M {\n    for (element in this) {\n        if (predicate(element)) {\n            destination.put(element.key, element.value)\n        }\n    }\n    return destination\n}

/**
 * Returns a new map containing all key-value pairs matching the given [predicate].\n *\n * The returned map preserves the entry iteration order of the original map.\n * @sample samples.collections.Maps.Filtering.filterValues\n */

public inline fun <K, V> Map<out K, V>.filterValues(predicate: (V) -> Boolean): Map<K, V> {\n    val result = LinkedHashMap<K, V>()\n    for (entry in this) {\n        if (predicate(entry.value)) {\n            result.put(entry.key, entry.value)\n        }\n    }\n    return result\n}

@sample samples.collections.Maps.Filtering.filterValues\n */

public inline fun <K, V> Map<out K, V>.filterTo(destination: M, predicate: (Map.Entry<K, V>) -> Boolean): M {\n    for (element in this) {\n        if (predicate(element)) {\n            destination.put(element.key, element.value)\n        }\n    }\n    return destination\n}

/**
 * Returns a new map containing all key-value pairs matching the given [predicate].\n *\n * The returned map preserves the entry iteration order of the original map.\n * @sample samples.collections.Maps.Filtering.filter\n */

public inline fun <K, V> Map<out K, V>.filter(predicate: (Map.Entry<K, V>) -> Boolean): Map<K, V> {\n    return filterTo(LinkedHashMap<K, V>(), predicate)\n}

/**
 * Returns a new map containing all key-value pairs not matching the given [predicate].\n *\n * The returned map preserves the entry iteration order of the original map.\n * @sample samples.collections.Maps.Filtering.filterNot\n */

public inline fun <K, V> Map<out K, V>.filterNot(predicate: (Map.Entry<K, V>) -> Boolean): Map<K, V> {\n    return filterTo(LinkedHashMap<K, V>(), predicate)\n}

/**
 * Populates and returns the destination mutable map with key-value pairs from the given array of pairs.\n *\n * The returned map preserves the entry iteration order of the original collection.\n * If any of two pairs would have the same key the last one gets added to the map.\n *\n * @sample samples.collections.Maps.Filtering.filterTo\n */

public inline fun <K, V, M : MutableMap<in K, in V>> Map<out K, V>.filterTo(destination: M, predicate: (Map.Entry<K, V>) -> Boolean): M {\n    for (element in this) {\n        if (predicate(element)) {\n            destination.put(element.key, element.value)\n        }\n    }\n    return destination\n}

/**
 * Populates and returns the destination mutable map with key-value pairs from the given sequence of pairs.\n *\n * The returned map preserves the entry iteration order of the original sequence.\n * If any of two pairs would have the same key the last one gets added to the map.\n *\n * @sample samples.collections.Maps.Filtering.filterTo\n */

public inline fun <K, V, M : MutableMap<in K, in V>> Sequence<Pair<K, V>>.filterTo(destination: M): M {\n    for (element in this) {\n        if (predicate(element)) {\n            destination.put(element.key, element.value)\n        }\n    }\n    return destination\n}
mutable map with key-value pairs from the given map.

The returned map preserves the entry iteration order of the original map.

Those [pairs] with unique keys are iterated in the end in the order of [pairs] collection.

The returned map preserves the entry iteration order of the original map.

Those [pairs] with unique keys are iterated in the end in the order of [pairs] array.

The returned map preserves the entry iteration order of the original map.

Those entries of another [map] that are missing in this map are iterated in the end in the order of that [map].

The returned map preserves the entry iteration order of the original map.

The returned map preserves the entry iteration order of the original map.

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The returned map preserves the entry iteration order of the original map.

The returned map preserves the entry iteration order of the original map.
V>.minus(keys: Sequence<K>): Map<K, V> =
    this.toMutableMap().apply { minusAssign(keys) }

/**
 * Removes the entry with the given [key] from this mutable map.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public inline operator fun <K, V> MutableMap<K,
V>.minusAssign(key: K) {
    remove(key)
}

/**
 * Removes all entries of which are contained in the given [keys] array from this mutable map.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public inline operator fun <K, V> MutableMap<K,
V>.minusAssign(keys: Array<out K>) {
    this.keys.removeAll(keys)
}

/**
 * Removes all entries the keys of which are contained in the given [keys] sequence from this mutable map.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public inline operator fun <K, V> MutableMap<K,
V>.minusAssign(keys: Sequence<K>) {
    this.keys.removeAll(keys)
}


// do not expose for now
@PublishedApi
internal fun <K, V> Map<K, V>.optimizeReadOnlyMap() = when (size) {
    0 -> emptyMap()

    1 -> toSingletonMapOrSelf()
    else -> this
}

@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("SetsKt")
@file:UseExperimental(kotlin.experimental.ExperimentalTypeInference::class)

package kotlin.collections

import kotlin.contracts.*

internal object EmptySet : Set<Nothing>, Serializable {
    private const val serialVersionUID: Long = 3406603774387020532

    override fun equals(other: Any?): Boolean = other is
    override fun hashCode(): Int = 0
    override fun toString(): String = "[]"

    override val size: Int get() = 0
    override fun isEmpty(): Boolean = true
    override fun contains(element: Nothing): Boolean = false
    override fun containsAll(elements: Collection<Nothing>): Boolean =
    elements.isEmpty()

    override fun iterator(): Iterator<Nothing> = EmptyIterator

    private fun readResolve(): Any = EmptySet
}

/**
 * Returns an empty read-only set. The returned set is serializable (JVM).
 * @sample samples.collections.Collections.Sets.emptyReadOnlySet
 */
public fun <T> emptySet(): Set<T> = EmptySet

/**
 * Returns a new read-only set with the given elements.
 * Elements of the set are iterated in the order they were specified.
 * The returned set is serializable (JVM).
 */
public fun <T> setOf(vararg elements: T): Set<T> = if (elements.size > 0) elements.toSet() else emptySet()

/**
 * Returns an empty new [MutableSet].
 * The returned set preserves the element iteration order.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public inline fun <T> mutableSetOf(): MutableSet<T> =
    LinkedHashSet().toCollection(LinkedHashSet(mapCapacity(elements.size)))

/**
 * Returns a new [HashSet] with the given elements.
 */
public fun <T> hashSetOf(vararg elements: T): HashSet<T> =
    elements.toCollection(HashSet(mapCapacity(elements.size)))

/**
 * Returns a new [LinkedHashSet] with the given elements.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public inline fun <T> linkedSetOf(vararg elements: T): LinkedHashSet<T> =
    LinkedHashSet().toCollection(LinkedHashSet(mapCapacity(elements.size)))


elements.toCollection(LinkedHashSet(mapCapacity(elements.size))).build() Builds a new read-only [Set] by populating a [MutableSet] using the given [builderAction] and returning a read-only set with the same elements. The set passed as a receiver to the [builderAction] is valid only inside that function. Using it outside of the function produces an unspecified behavior.

Elements of the set are iterated in the order they were added by the [builderAction].

@SinceKotlin("1.3")
@ExperimentalStdlibApi
@kotlin.internal.InlineOnly
public inline fun <E>
buildSet(@BuilderInference builderAction: MutableSet<E>.() -> Unit): Set<E> {
    return LinkedHashSet<E>().apply(builderAction)
}

/**
 * Builds a new read-only [Set] by populating a [MutableSet] using the given [builderAction] and returning a read-only set with the same elements. Elements of the set are iterated in the order they were added by the [builderAction]. Elements of the set are iterated in the order they were added by the [builderAction].

@SinceKotlin("1.3")
@ExperimentalStdlibApi
@kotlin.internal.InlineOnly
public inline fun <E>
buildSet(capacity: Int, @BuilderInference builderAction: MutableSet<E>.() -> Unit): Set<E> {
    checkBuilderCapacity(capacity)
    return LinkedHashSet<E>(mapCapacity(capacity)).apply(builderAction)
}

/** Returns this Set if it's not `null` and the empty set otherwise. */
@kotlin.internal.InlineOnly
public inline fun <T> Set<T>?.orEmpty(): Set<T> = this ?: emptySet()

internal fun <T> Set<T>.optimizeReadOnlySet() = when (size) {
    0 -> emptySet()
    1 -> setOf(iterator().next())
    else -> this
}

/*
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 * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.

@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("StringsKt")
@file:Suppress("PLATFORM_CLASS_MAPPED_TO_KOTLIN")

package kotlin.text

/** Parses the string as a signed [Byte] number and returns the result or `null` if the string is not a valid representation of a number.

@SinceKotlin("1.1")
public fun String.toByteOrNull(): Byte? = toByteOrNull(radix = 10)

/** Parses the string as a signed [Byte] number and returns the result or `null` if the string is not a valid representation of a number.

@SinceKotlin("1.1")
public fun String.toByteOrNull(radix: Int): Byte? {
    val int = this.toIntOrNull(radix) ?: return null
    if (int < Byte.MIN_VALUE || int > Byte.MAX_VALUE) return null
    return int.toByte()
}

/** Parses the string as a [Short] number and returns the result or `null` if the string is not a valid representation of a number.

@SinceKotlin("1.1")
public fun String.toShortOrNull(): Short? = toShortOrNull(radix = 10)

/** Parses the string as a [Short] number and returns the result or `null` if the string is not a valid representation of a number.

@SinceKotlin("1.1")
public fun String.toShortOrNull(radix: Int): Short? {
    val int = this.toIntOrNull(radix) ?: return null
    if (int < Short.MIN_VALUE || int > Short.MAX_VALUE) return null
    return int.toShort()
}

/** Parses the string as an [Int] number and returns the result or `null` if the string is not a valid representation of a number.

@SinceKotlin("1.1")
public fun String.toIntOrNull(): Int? = toIntOrNull(radix = 10)

/** Parses the string as an [Int] number and returns the result or `null` if the string is not a valid representation of a number.

@SinceKotlin("1.1")
public fun String.toIntOrNull(radix: Int): Int? {
    val length = this.length
    if (length == 0) return null
    val val = if (firstChar < '0') { // Possible leading sign
        if (firstChar == '-') {
            Int.MIN_VALUE
        } else if (firstChar == '+') {
            0
        } else {
            val limit = Int.MIN_VALUE
            else if (firstChar == '+') {
                val limit = Int.MAX_VALUE
            }
            Int.valueOf(this, limit)
        }
    }
    return Int.valueOf(this, radix, val)
}
```kotlin
    if (digit < 0) return null
    if (result < limitBeforeMul) {
        if (limitBeforeMul == limit / radix) {
            limitBeforeMul = limit / radix
            limitBeforeMul *= radix
        } else {
            limitBeforeMul = limit / radix
        }
    } else {
        limitBeforeMul = limit / radix
        return result
    }

    val limitForMaxRadix = (-Int.MAX_VALUE) / 36

    var limitBeforeMul = limitForMaxRadix
    var result = 0
    for (i in start until length) {
        val digit = digitOf(this[i], radix)

        if (digit < 0) return null
        if (result < limitBeforeMul) {
            if (limitBeforeMul == limit / radix) {
                limitBeforeMul = limit / radix
            } else {
                return null
            }
        }

        result *= radix

        if (result < limit + digit) return null

        result -= digit
    }

    return if (isNegative) result else -result
}

/**
 * Parses the string as a [Long] number and returns the result
 * or `null` if the string is not a valid representation of a number.
 * @returns null if the string is not a valid representation of a number.
 */
@SinceKotlin("1.1")
public fun String.toLongOrNull(): Long? = toLongOrNull(radix = 10)

/**
 * Parses the string as a [Long] number and returns the result
 * or `null` if the string is not a valid representation of a number.
 * @throws IllegalArgumentException when [radix] is not a valid radix for string to number conversion.
 */
@SinceKotlin("1.1")
public fun String.toLongOrNull(radix: Int): Long? {

    checkRadix(radix)

    val length = this.length
    if (length == 0) return null // length == 0

    val start: Int
    val isNegative: Boolean
    val limit: Long

    val firstChar = this[0]
    if (firstChar < '0') {  // Possible leading sign
        if (length == 1) return null  // non-digit (possible sign) only, no digits after digit
        start = 1
        if (firstChar == '-') {
            isNegative = true
            limit = Long.MIN_VALUE
        } else if (firstChar == '+') {
            isNegative = false
            limit = -Long.MAX_VALUE
        } else
            return null
    } else {
        start = 0
        isNegative = false
        limit = -Long.MAX_VALUE
    }

    val limitForMaxRadix = (-Long.MAX_VALUE) / 36

    var limitBeforeMul = limitForMaxRadix
    var result = 0L
    for (i in start until length) {
        val digit = digitOf(this[i], radix)

        if (digit < 0) return null
        if (result < limitBeforeMul) {
            if (limitBeforeMul == limit / radix) {
                limitBeforeMul = limit / radix
            } else {
                return null
            }
        }

        result *= radix

        if (result < limit + digit) return null

        result -= digit
    }

    return if (isNegative) result else -result
}

internal fun numberFormatError(input: String): Nothing = throw NumberFormatException("Invalid number format: '$input'")
```

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UInt.MAX_VALUE.toDouble() -> UInt.MAX_VALUE
v <= Int.MAX_VALUE -> v.toInt().toUInt()
else - (v - Int.MAX_VALUE).toInt().toUInt()

v <= Int.MAX_VALUE.toDouble() -> UInt.MAX_VALUE
v > = Int.MAX_VALUE.toDouble() -> v.toInt().toUInt().toUInt()

v <= Int.MAX_VALUE.toDouble() -> v.toInt().toUInt().toUInt()
else - (v - Int.MAX_VALUE).toInt().toUInt() + Int.MAX_VALUE.toUInt() // Int.MAX_VALUE < v <

v.toLong().toULong() // Real values from Long.MAX_VALUE to (Long.MAX_VALUE + 1) are not
representable in Double, so don't handle them.

UInt.MAX_VALUE.toDouble() -> UInt.MAX_VALUE
v <= Int.MAX_VALUE.toDouble() -> v.toInt().toUInt()
else - (v - Int.MAX_VALUE).toInt().toUInt() + Int.MAX_VALUE.toUInt() // Int.MAX_VALUE < v <

v.toLong().toULong() // Real values from Long.MAX_VALUE to (Long.MAX_VALUE + 1) are not
representable in Double, so don't handle them.

UInt.MAX_VALUE.toDouble() -> UInt.MAX_VALUE
v <= Int.MAX_VALUE.toDouble() -> v.toInt().toUInt()
else - (v - Int.MAX_VALUE).toInt().toUInt() + Int.MAX_VALUE.toUInt() // Int.MAX_VALUE < v <

v.toLong().toULong() // Real values from Long.MAX_VALUE to (Long.MAX_VALUE + 1) are not
representable in Double, so don't handle them.
Apache 2.0 license that can be found in the license/LICENSE.txt file.\n
*/\n\n@file:kotlin.jvm.JvmMultifileClass\n@file:kotlin.jvm.JvmName(\"SequencesKt\")\n\npackage
kotlin.sequences\n\n/**\n * Given an [iterator] function constructs a [Sequence] that returns values through the
[Iterator]\n * provided by that function.\n * The values are evaluated lazily, and the sequence is potentially
infinite.\n *\n * @sample samples.collections.Sequences.Building.sequenceFromIterator\n
*/\n@kotlin.internal.InlineOnly\npublic inline fun <T> Sequence(crossinline iterator: () -> Iterator<T>):
Sequence<T> = object : Sequence<T> {\n override fun iterator(): Iterator<T> = iterator()\n}\n\n/**\n * Creates a
sequence that returns all elements from this iterator. The sequence is constrained to be iterated only once.\n *\n *
@sample samples.collections.Sequences.Building.sequenceFromIterator\n */\npublic fun <T>
Iterator<T>.asSequence(): Sequence<T> = Sequence { this }.constrainOnce()\n\n/**\n * Creates a sequence that
returns the specified values.\n *\n * @sample samples.collections.Sequences.Building.sequenceOfValues\n
*/\npublic fun <T> sequenceOf(vararg elements: T): Sequence<T> = if (elements.isEmpty()) emptySequence() else
elements.asSequence()\n\n/**\n * Returns an empty sequence.\n */\npublic fun <T> emptySequence():
Sequence<T> = EmptySequence\n\nprivate object EmptySequence : Sequence<Nothing>,
DropTakeSequence<Nothing> {\n override fun iterator(): Iterator<Nothing> = EmptyIterator\n override fun
drop(n: Int) = EmptySequence\n override fun take(n: Int) = EmptySequence\n}\n\n/**\n * Returns this sequence if
it's not `null` and the empty sequence otherwise.\n * @sample
samples.collections.Sequences.Usage.sequenceOrEmpty\n
*/\n@SinceKotlin(\"1.3\")\n@kotlin.internal.InlineOnly\npublic inline fun <T> Sequence<T>?.orEmpty():
Sequence<T> = this ?: emptySequence()\n\n\n/**\n * Returns a sequence that iterates through the elements either of
this sequence\n * or, if this sequence turns out to be empty, of the sequence returned by [defaultValue] function.\n
*\n * @sample samples.collections.Sequences.Usage.sequenceIfEmpty\n */\n@SinceKotlin(\"1.3\")\npublic fun
<T> Sequence<T>.ifEmpty(defaultValue: () -> Sequence<T>): Sequence<T> = sequence {\n val iterator =
this@ifEmpty.iterator()\n if (iterator.hasNext()) {\n
yieldAll(iterator)\n } else {\n
yieldAll(defaultValue())\n }\n}\n\n/**\n * Returns a sequence of all elements from all sequences in this
sequence.\n *\n * The operation is _intermediate_ and _stateless_.\n */\npublic fun <T>
Sequence<Sequence<T>>.flatten(): Sequence<T> = flatten { it.iterator() }\n\n/**\n * Returns a sequence of all
elements from all iterables in this sequence.\n *\n * The operation is _intermediate_ and _stateless_.\n
*/\n@kotlin.jvm.JvmName(\"flattenSequenceOfIterable\")\npublic fun <T> Sequence<Iterable<T>>.flatten():
Sequence<T> = flatten { it.iterator() }\n\nprivate fun <T, R> Sequence<T>.flatten(iterator: (T) -> Iterator<R>):
Sequence<R> {\n if (this is TransformingSequence<*, *>) {\n
return (this as TransformingSequence<*,
T>).flatten(iterator)\n }\n return FlatteningSequence(this, { it }, iterator)\n}\n\n/**\n * Returns a pair of lists,
where\n * *first* list is built from the first values of each pair from this sequence,\n * *second* list is built from the
second values of each pair from this sequence.\n *\n * The operation is _terminal_.\n */\npublic fun <T, R>
Sequence<Pair<T, R>>.unzip(): Pair<List<T>, List<R>> {\n val listT = ArrayList<T>()\n val listR =
ArrayList<R>()\n for (pair in this) {\n
listT.add(pair.first)\n
listR.add(pair.second)\n }\n return listT to
listR\n}\n\n/**\n * A sequence that returns the values from the underlying [sequence] that either match or do not
match\n * the specified [predicate].\n *\n * @param sendWhen If `true`, values for which the predicate returns `true`
are returned. Otherwise,\n * values for which the predicate returns `false` are returned\n */\ninternal class
FilteringSequence<T>(\n private val sequence: Sequence<T>,\n private val sendWhen: Boolean = true,\n
private val predicate: (T) -> Boolean\n) : Sequence<T> {\n\n override fun iterator(): Iterator<T> = object :
Iterator<T> {\n
val iterator = sequence.iterator()\n
var nextState: Int = -1 // -1 for unknown, 0 for done, 1
for continue\n
var nextItem: T? = null\n\n
private fun calcNext() {\n
while (iterator.hasNext()) {\n
val item = iterator.next()\n
if (predicate(item) == sendWhen) {\n
nextItem = item\n
nextState = 1\n
return\n
}\n
}\n
nextState = 0\n
}\n\n
override fun
next(): T {\n
if (nextState == -1)\n
calcNext()\n
if (nextState == 0)\n
throw
NoSuchElementException()\n
val result = nextItem\n
nextItem = null\n
nextState = -1\n
@Suppress(\"UNCHECKED_CAST\")\n
return result as T\n
}\n\n
override fun hasNext(): Boolean

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override fun iterator() = object : Iterator<T> {
    val iterator = sequence.iterator()

    override fun hasNext(): Boolean {
        return iterator.hasNext()
    }

    override fun next(): T {
        return iterator.next()
    }
}

class TakeWhileSequence<T>(
    private val sequence: Sequence<T>,
    private val predicate: (T) -> Boolean
) : Sequence<T> {
    override fun iterator(): Iterator<T> = object : Iterator<T> {
        val iterator = sequence.iterator()

        override fun hasNext(): Boolean {
            return iterator.hasNext()
        }

        override fun next(): T {
            return iterator.next()
        }
    }
}

/**
 * A sequence that returns values from the underlying [sequence] while the [predicate] function returns `true`, and stops returning values once the function returns `false` for the next element.
 */
internal class TakeWhileSequence<T>(
    private val sequence: Sequence<T>,
    private val predicate: (T) -> Boolean
) : Sequence<T> {
    override fun iterator(): Iterator<T> = object : Iterator<T> {
        val iterator = sequence.iterator()

        override fun hasNext(): Boolean {
            return iterator.hasNext()
        }

        override fun next(): T {
            return iterator.next()
        }
    }
}

/**
 * A sequence that returns `true` and returns all values after that.
 */
internal class DropWhileSequence<T>(
    private val sequence: Sequence<T>,
    private val predicate: (T) -> Boolean
) : Sequence<T> {
    override fun iterator(): Iterator<T> = object : Iterator<T> {
        val iterator = sequence.iterator()

        override fun hasNext(): Boolean {
            return iterator.hasNext()
        }

        override fun next(): T {
            return iterator.next()
        }
    }
}

/**
 * A sequence that returns values from the underlying [sequence] while the [predicate] function returns `true`, and stops returning values once the function returns `false` for the next element.
 */
internal class DropWhileSequence<T>(
    private val sequence: Sequence<T>,
    private val predicate: (T) -> Boolean
) : Sequence<T> {
    override fun iterator(): Iterator<T> = object : Iterator<T> {
        val iterator = sequence.iterator()

        override fun hasNext(): Boolean {
            return iterator.hasNext()
        }

        override fun next(): T {
            return iterator.next()
        }
    }
}

/**
 * A sequence that returns `true` and returns all values after that.
 */
internal class DropWhileSequence<T>(
    private val sequence: Sequence<T>,
    private val predicate: (T) -> Boolean
) : Sequence<T> {
    override fun iterator(): Iterator<T> = object : Iterator<T> {
        val iterator = sequence.iterator()

        override fun hasNext(): Boolean {
            return iterator.hasNext()
        }

        override fun next(): T {
            return iterator.next()
        }
    }
}

/**
 * A sequence that returns values from the underlying [sequence] while the [predicate] function returns `true`, and stops returning values once the function returns `false` for the next element.
 */
internal class DropWhileSequence<T>(
    private val sequence: Sequence<T>,
    private val predicate: (T) -> Boolean
) : Sequence<T> {
    override fun iterator(): Iterator<T> = object : Iterator<T> {
        val iterator = sequence.iterator()

        override fun hasNext(): Boolean {
            return iterator.hasNext()
        }

        override fun next(): T {
            return iterator.next()
        }
    }
}

/**
 * A sequence that returns `true` and returns all values after that.
 */
internal class DropWhileSequence<T>(
    private val sequence: Sequence<T>,
    private val predicate: (T) -> Boolean
) : Sequence<T> {
    override fun iterator(): Iterator<T> = object : Iterator<T> {
        val iterator = sequence.iterator()

        override fun hasNext(): Boolean {
            return iterator.hasNext()
        }

        override fun next(): T {
            return iterator.next()
        }
    }
}
dropState = 0
return result

override fun hasNext(): Boolean {
if (dropState == -1)
return dropState = 1
}

override fun next(): T {
return iterator.next()
}

@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("PreconditionsKt")

package kotlin

import kotlin.contracts.contract

/**
 * Throws an [IllegalStateException] if the [value] is false.
 * @sample samples.misc.Preconditions.failRequireWithLazyMessage
 */
@kotlin.internal.InlineOnly
public
/**
 * Returns an element at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is out of bounds of this array.
 * @sample samples.collections.Collections.Elements.elementAt
 */
public actual fun IntArray.elementAt(index: Int): Int {
    return elementAtOrElse(index) { throw IndexOutOfBoundsException("index: $index, size: $size") }
}

/**
 * Returns an element at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is out of bounds of this array.
 * @sample samples.collections.Collections.Elements.elementAt
 */
public actual fun LongArray.elementAt(index: Int): Long {
    return elementAtOrElse(index) { throw IndexOutOfBoundsException("index: $index, size: $size") }
}

/**
 * Returns an element at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is out of bounds of this array.
 * @sample samples.collections.Collections.Elements.elementAt
 */
public actual fun FloatArray.elementAt(index: Int): Float {
    return elementAtOrElse(index) { throw IndexOutOfBoundsException("index: $index, size: $size") }
}

/**
 * Returns an element at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is out of bounds of this array.
 * @sample samples.collections.Collections.Elements.elementAt
 */
public actual fun DoubleArray.elementAt(index: Int): Double {
    return elementAtOrElse(index) { throw IndexOutOfBoundsException("index: $index, size: $size") }
}

/**
 * Returns an element at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is out of bounds of this array.
 * @sample samples.collections.Collections.Elements.elementAt
 */
public actual fun BooleanArray.elementAt(index: Int): Boolean {
    return elementAtOrElse(index) { throw IndexOutOfBoundsException("index: $index, size: $size") }
}

/**
 * Returns an element at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is out of bounds of this array.
 * @sample samples.collections.Collections.Elements.elementAt
 */
public actual fun CharArray.elementAt(index: Int): Char {
    return elementAtOrElse(index) { throw IndexOutOfBoundsException("index: $index, size: $size") }
}

/**
 * Returns a [List] that wraps the original array.
 * @sample samples.collections.Collections.Collections.asList
 */
public actual fun <T> Array<out T>.asList(): List<T> {
    return ArrayList<T>(this.unsafeCast<Array<Any?>>())
}

/**
 * Returns a [List] that wraps the original array.
 * @sample samples.collections.Collections.Collections.asList
 */
@kotlin.internal.InlineOnly
public actual inline fun ByteArray.asList(): List<Byte> {
    return this.unsafeCast<Array<Byte>>().asList()
}

/**
 * Returns a [List] that wraps the original array.
 * @sample samples.collections.Collections.Collections.asList
 */
@kotlin.internal.InlineOnly
public actual inline fun ShortArray.asList(): List<Short> {
    return this.unsafeCast<Array<Short>>().asList()
}

/**
 * Returns a [List] that wraps the original array.
 * @sample samples.collections.Collections.Collections.asList
 */
@kotlin.internal.InlineOnly
public actual inline fun IntArray.asList(): List<Int> {
    return this.unsafeCast<Array<Int>>().asList()
}

/**
 * Returns a [List] that wraps the original array.
 * @sample samples.collections.Collections.Collections.asList
 */
@kotlin.internal.InlineOnly
public actual inline fun LongArray.asList(): List<Long> {
    return this.unsafeCast<Array<Long>>().asList()
}

/**
 * Returns a [List] that wraps the original array.
 * @sample samples.collections.Collections.Collections.asList
 */
@kotlin.internal.InlineOnly
public actual inline fun FloatArray.asList(): List<Float> {
    return this.unsafeCast<Array<Float>>().asList()
}

/**
 * Returns a [List] that wraps the original array.
 * @sample samples.collections.Collections.Collections.asList
 */
@kotlin.internal.InlineOnly
public actual inline fun DoubleArray.asList(): List<Double> {
    return this.unsafeCast<Array<Double>>().asList()
}

/**
 * Returns a [List] that wraps the original array.
 * @sample samples.collections.Collections.Collections.asList
 */
@kotlin.internal.InlineOnly
public actual inline fun BooleanArray.asList(): List<Boolean> {
    return this.unsafeCast<Array<Boolean>>().asList()
}

/**
 * Returns a [List] that wraps the original array.
 * @sample samples.collections.Collections.Collections.asList
 */
public actual fun CharArray.asList(): List<Char> {
    return object : AbstractList<Char>(), RandomAccess {
        override val size: Int get() = this@asList.size
        override fun isEmpty(): Boolean = this@asList.isEmpty()
        override fun contains(element: Char): Boolean = this@asList.contains(element)
        override fun get(index: Int): Char {
            AbstractList.checkElementIndex(index, size)
            return this@asList[index]
        }
        override fun indexOf(element: Char): Int {
            if ((element as Any?) !is Char) return -1
            return this@asList.lastIndexOf(element)
        }
        override fun lastIndexOf(element: Char): Int {
            if ((element as Any?) !is Char) return -1
            return this@asList.lastIndexOf(element)
        }
        override fun contains(element: Char): Boolean = this@asList.contains(element)
        override fun get(index: Int): Char {
            AbstractList.checkElementIndex(index, size)
            return this@asList[index]
        }
    }
}

/**
 * Returns `true` if the two specified arrays are *deeply* equal to one another,
i.e. contain the same number of the same elements in the same order.
 * If two corresponding elements are nested arrays, they are also compared deeply.
 * If any of arrays contains itself on any nesting level the behavior is undefined.
 * The elements of other types are compared for equality with the [equals][Any.equals] function.
 */
for floating point numbers it
means that \( \text{NaN} \) is equal to itself and \(-0.0\) is not equal to \(0.0\).\n
*\@SinceKotlin("1.1")\n@library("arrayDeepHashCode")\npublic actual fun <T> Array<out T>.contentDeepHashCode(): Int {\n    definedExternally\n}\n\n*\@SinceKotlin("1.1")\n@library("arrayDeepToString")\npublic actual fun <T> Array<out T>.contentDeepToString(): String {\n    definedExternally\n}\n
*\@SinceKotlin("1.1")\n@library("arrayDeepToTree")\n@sample samples.collections.Arrays.ContentOperations.contentDeepToTree\n
*\@SinceKotlin("1.1")\n@library("arrayEquals")\npublic actual fun <T> Array<out T>.contentEquals(other: Array<out T>): Boolean {\n    definedExternally\n}\n
*\@SinceKotlin("1.1")\n@library("arrayEquals")\npublic actual fun ByteArray.contentEquals(other: ByteArray): Boolean {\n    definedExternally\n}\n
*\@SinceKotlin("1.1")\n@library("arrayEquals")\npublic actual fun ShortArray.contentEquals(other: ShortArray): Boolean {\n    definedExternally\n}\n
*\@SinceKotlin("1.1")\n@library("arrayEquals")\npublic actual fun IntArray.contentEquals(other: IntArray): Boolean {\n    definedExternally\n}\n
*\@SinceKotlin("1.1")\n@library("arrayEquals")\npublic actual fun LongArray.contentEquals(other: LongArray): Boolean {\n    definedExternally\n}\n
*\@SinceKotlin("1.1")\n@library("arrayEquals")\npublic actual fun FloatArray.contentEquals(other: FloatArray): Boolean {\n    definedExternally\n}\n
*\@SinceKotlin("1.1")\n@library("arrayEquals")\npublic actual fun DoubleArray.contentEquals(other: DoubleArray): Boolean {\n    definedExternally\n}\n
* The elements are compared for equality with the [equals][Any.equals] function.

* For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.

```kotlin
@SinceKotlin("1.1")
@library("arrayHashCode")
public actual fun <T> Array<out T>.contentHashCode(): Int {
    definedExternally
}
```

* The elements are compared for equality with the [equals][Any.equals] function.

* For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.

```kotlin
@SinceKotlin("1.1")
@library("arrayToString")
public actual fun <T> Array<out T>.contentToString(): String {
    definedExternally
}
```

* The elements are compared for equality with the [equals][Any.equals] function.

* For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.

```kotlin
@SinceKotlin("1.1")
@library("arrayToString")
public actual fun ShortArray.contentToString(): String {
    definedExternally
}
```
**Returns a string representation of the contents of the specified array as if it is [List].**

*An @SinceKotlin("1.1") @@library("arrayToString")*public actual fun BooleanArray.contentToString(): String {
  definedExternally
}

/**
 * Returns a string representation of the contents of the specified array as if it is [List].
 * 
 * @sample samples.collections.Arrays.ContentOperations.contentToString
*/
@SinceKotlin("1.1") @library("arrayToString")public actual fun CharArray.contentToString(): String {
  definedExternally
}

/**
 * Copies this array or its subrange into the [destination] array and returns that array.
 * It's allowed to pass the same array in the [destination] and even specify the subrange so that it overlaps with the destination range.
 * @param destination the array to copy to, 0 by default.
 * @param destinationOffset the position in the [destination] array to copy to, 0 by default.
 * @param startIndex the beginning (inclusive) of the subrange to copy, 0 by default.
 * @param endIndex the end (exclusive) of the subrange to copy, size of this array by default.
 * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`.
 * @return the [destination] array.
*/
@SinceKotlin("1.3") @kotlin.internal.InlineOnly @Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")@public actual inline fun <T> Array<out T>.copyInto(destination: Array<T>, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): Array<T> {
  arrayCopy(this, destination, destinationOffset, startIndex, endIndex)
  return destination
}

/**
 * Copies this array or its subrange into the [destination] array and returns that array.
 * It's allowed to pass the same array in the [destination] and even specify the subrange so that it overlaps with the destination range.
 * @param destination the array to copy to, 0 by default.
 * @param destinationOffset the position in the [destination] array to copy to, 0 by default.
 * @param startIndex the beginning (inclusive) of the subrange to copy, 0 by default.
 * @param endIndex the end (exclusive) of the subrange to copy, size of this array by default.
 * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`.
 * @return the [destination] array.
*/
@SinceKotlin("1.3") @kotlin.internal.InlineOnly @Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")@public actual inline fun ByteArray.copyInto(destination: ByteArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): ByteArray {
  arrayCopy(this.unsafeCast<Array<Byte>>(), destination.unsafeCast<Array<Byte>>(), destinationOffset, startIndex, endIndex)
  return destination
}

/**
 * Copies this array or its subrange into the [destination] array and returns that array.
 * It's allowed to pass the same array in the [destination] and even specify the subrange so that it overlaps with the destination range.
 * @param destination the array to copy to, 0 by default.
 * @param destinationOffset the position in the [destination] array to copy to, 0 by default.
 * @param startIndex the beginning (inclusive) of the subrange to copy, 0 by default.
 * @param endIndex the end (exclusive) of the subrange to copy, size of this array by default.
 * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`.
 * @return the [destination] array.
*/
@SinceKotlin("1.3") @kotlin.internal.InlineOnly @Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")@public actual inline fun ShortArray.copyInto(destination: ShortArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): ShortArray {
  arrayCopy(this.unsafeCast<Array<Short>>(), destination.unsafeCast<Array<Short>>(), destinationOffset, startIndex, endIndex)
  return destination
}
@param destination the array to copy to.
* @param destinationOffset the position in the [destination] array to copy to, 0 by default.
* @param startIndex the beginning (inclusive) of the subrange to copy, size of this array by default.
* @param endIndex the end (exclusive) of the subrange to copy, size of this array by default.
* @throws IndexOutOfBoundsException or IllegalArgumentException when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`.
* @param destination the array to copy to.
* @param destinationOffset the position in the [destination] array to copy to, 0 by default.
* @param startIndex the beginning (inclusive) of the subrange to copy, size of this array by default.
* @param endIndex the end (exclusive) of the subrange to copy, size of this array by default.
* @throws IndexOutOfBoundsException or IllegalArgumentException when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`.
* @param destination the array to copy to.
* @param destinationOffset the position in the [destination] array to copy to, 0 by default.
* @param startIndex the beginning (inclusive) of the subrange to copy, size of this array by default.
* @param endIndex the end (exclusive) of the subrange to copy, size of this array by default.
* @throws IndexOutOfBoundsException or IllegalArgumentException when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`.
* @param destination the array to copy to.
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* @throws IndexOutOfBoundsException or IllegalArgumentException when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`.
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* @param endIndex the end (exclusive) of the subrange to copy, size of this array by default.
* @throws IndexOutOfBoundsException or IllegalArgumentException when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`.
* @param destination the array to copy to.
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* @param startIndex the beginning (inclusive) of the subrange to copy, size of this array by default.
* @param endIndex the end (exclusive) of the subrange to copy, size of this array by default.
* @throws IndexOutOfBoundsException or IllegalArgumentException when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`.
* @param destination the array to copy to.
* @param destinationOffset the position in the [destination] array to copy to, 0 by default.
* @param startIndex the beginning (inclusive) of the subrange to copy, size of this array by default.
* @param endIndex the end (exclusive) of the subrange to copy, size of this array by default.
* @throws IndexOutOfBoundsException or IllegalArgumentException when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`.
* @param destination the array to copy to.
* @param destinationOffset the position in the [destination] array to copy to, 0 by default.
= 0, startIndex: Int = 0, endIndex: Int = size): DoubleArray {
    arrayCopy(this.unsafeCast<Array<Double>>(), destination.unsafeCast<Array<Double>>(), destinationOffset, startIndex, endIndex)
    return destination
}

/**
 * Copies this array or its subrange into the [destination] array and returns that array.
 * It's allowed to pass the same array in the [destination] and even specify the subrange so that it overlaps with the destination range.
 * @param destination the array to copy to.
 * @param startIndex the beginning (inclusive) of the subrange to copy, 0 by default.
 * @param endIndex the end (exclusive) of the subrange to copy, size of this array by default.
 * @param destinationOffset the position in the [destination] array to copy to, 0 by default.
 * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`.
 * @throws IndexOutOfBoundsException when the subrange doesn't fit into the [destination] array starting at the specified [destinationOffset], or when that index is out of the [destination] array indices range.
 * @return the [destination] array.
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual inline fun BooleanArray.copyInto(destination: BooleanArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): BooleanArray {
    arrayCopy(this.unsafeCast<Array<Boolean>>(), destination.unsafeCast<Array<Boolean>>(), destinationOffset, startIndex, endIndex)
    return destination
}

/**
 * Copies this array or its subrange into the [destination] array and returns that array.
 * It's allowed to pass the same array in the [destination] and even specify the subrange so that it overlaps with the destination range.
 * @param destination the array to copy to.
 * @param destinationOffset the position in the [destination] array to copy to, 0 by default.
 * @param startIndex the beginning (inclusive) of the subrange to copy, 0 by default.
 * @param endIndex the end (exclusive) of the subrange to copy, size of this array by default.
 * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`.
 * @throws IndexOutOfBoundsException when the subrange doesn't fit into the [destination] array starting at the specified [destinationOffset], or when that index is out of the [destination] array indices range.
 * @return the [destination] array.
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual inline fun CharArray.copyInto(destination: CharArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): CharArray {
    arrayCopy(this.unsafeCast<Array<Char>>(), destination.unsafeCast<Array<Char>>(), destinationOffset, startIndex, endIndex)
    return destination
}

/**
 * Returns new array which is a copy of the original array.
 * @sample samples.collections.Arrays.CopyOfOperations.copyOf
 */
@Suppress("ACTUAL_WITHOUT_EXPECT", "NOTHING_TO_INLINE")
public actual inline fun <T> Array<out T>.copyOf(): Array<T> {
    return this.asDynamic().slice().unln**unln * Returns new array which is a copy of the original array.
}

/**
 * Returns new array which is a copy of the original array.
 * @sample samples.collections.Arrays.CopyOfOperations.copyOf
 */
@Suppress("NOTHING_TO_INLINE")
public actual inline fun ByteArray.copyOf(): ByteArray {
    return this.asDynamic().slice().unln**unln * Returns new array which is a copy of the original array.
}

/**
 * Returns new array which is a copy of the original array.
 * @sample samples.collections.Arrays.CopyOfOperations.copyOf
 */
@Suppress("NOTHING_TO_INLINE")
public actual inline fun ShortArray.copyOf(): ShortArray {
    return this.asDynamic().slice().unln**unln * Returns new array which is a copy of the original array.
}

/**
 * Returns new array which is a copy of the original array.
 * @sample samples.collections.Arrays.CopyOfOperations.copyOf
 */
@Suppress("NOTHING_TO_INLINE")
public actual inline fun IntArray.copyOf(): IntArray {
    return this.asDynamic().slice().unln**unln * Returns new array which is a copy of the original array.
}

/**
 * Returns new array which is a copy of the original array.
 * @sample samples.collections.Arrays.CopyOfOperations.copyOf
 */
@Suppress("NOTHING_TO_INLINE")
public actual inline fun LongArray.copyOf(): LongArray {
    return withType("LongArray", this.asDynamic().slice().unln**unln * Returns new array which is a copy of the original array.
}

/**
 * Returns new array which is a copy of the original array.
 * @sample samples.collections.Arrays.CopyOfOperations.copyOf
 */
@Suppress("NOTHING_TO_INLINE")
public actual inline fun FloatArray.copyOf(): FloatArray {
    return withType("FloatArray", this.asDynamic().slice().unln**unln * Returns new array which is a copy of the original array.
}
actual inline fun DoubleArray.copyOf(): DoubleArray {
    return this.asDynamic().slice()\n} \n* @sample

open fun DoubleArray.copyOf(): DoubleArray {
    return this.asDynamic().slice()\n} \n* @sample

fun DoubleArray.copyOf(): DoubleArray {
    return this.asDynamic().slice()\n} \n* @sample

fun DoubleArray.copyOf(): DoubleArray {
    return this.asDynamic().slice()\n} \n* @sample

fun DoubleArray.copyOf(): DoubleArray {
    return this.asDynamic().slice()\n} \n* @sample

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    return this.asDynamic().slice()\n} \n* @sample

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    return this.asDynamic().slice()\n} \n* @sample

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    return this.asDynamic().slice()\n} \n* @sample

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    return this.asDynamic().slice()\n} \n* @sample

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    return this.asDynamic().slice()\n} \n* @sample

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    return this.asDynamic().slice()\n} \n* @sample

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    return this.asDynamic().slice()\n} \n* @sample

fun DoubleArray.copyOf(): DoubleArray {
    return this.asDynamic().slice()\n} \n* @sample

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    return this.asDynamic().slice()\n} \n* @sample

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fun DoubleArray.copyOf(): DoubleArray {
    return this.asDynamic().slice()\n} \n* @sample

fun DoubleArray.copyOf(): DoubleArray {
    return this.asDynamic().slice()\n} \n* @sample

fun DoubleArray.copyOf(): DoubleArray {
    return this.asDynamic().slice()\n} \n* @sample

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    return this.asDynamic().slice()\n} \n* @sample

fun DoubleArray.copyOf(): DoubleArray {
    return this.asDynamic().slice()\n} \n* @sample

fun DoubleArray.copyOf(): DoubleArray {
    return this.asDynamic().slice()\n} \n* @sample

fun DoubleArray.copyOf(): DoubleArray {
copy array are filled with 'false' values.

samples.collections.Arrays.CopyOfOperations.resizedPrimitiveCopyOf
BooleanArray.copyOf(newSize: Int): BooleanArray {
    require(newSize >= 0) { "Invalid new array size: $newSize." }\n    return withType("BooleanArray", arrayCopyResize(this, newSize, false))\n}

public actual fun BooleanArray.copyOf(newSize: Int): BooleanArray {
    require(newSize >= 0) { "Invalid new array size: $newSize." }\n    return withType("BooleanArray", arrayCopyResize(this, newSize, false))\n}

"*/
public actual fun BooleanArray.copyOf(newSize: Int): BooleanArray {
    require(newSize >= 0) { "Invalid new array size: $newSize." }\n    return withType("BooleanArray", arrayCopyResize(this, newSize, false))\n}

"*/
public actual fun CharArray.copyOf(newSize: Int): CharArray {
    require(newSize >= 0) { "Invalid new array size: $newSize." }\n    return withType("CharArray", fillFrom(this, CharArray(newSize)))\n}

"*/
public actual fun CharArray.copyOf(newSize: Int): CharArray {
    require(newSize >= 0) { "Invalid new array size: $newSize." }\n    return withType("CharArray", fillFrom(this, CharArray(newSize)))\n}

"*/
@Suppress("ACTUAL_WITHOUT_EXPECT")
public actual fun <T> Array<out T>.copyOf(newSize: Int): Array<T?> {
    require(newSize >= 0) { "Invalid new array size: $newSize." }\n    return arrayCopyResize(this, newSize, null)\n}

"*/
@Suppress("ACTUAL_WITHOUT_EXPECT")
public actual fun <T> Array<out T>.copyOf(newSize: Int): Array<T?> {
    require(newSize >= 0) { "Invalid new array size: $newSize." }\n    return arrayCopyResize(this, newSize, null)\n}

"*/
@Suppress("ACTUAL_WITHOUT_EXPECT")
public actual fun <T> Array<out T>.copyOfRange(fromIndex: Int, toIndex: Int): Array<T> {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)\n    return this.asDynamic().slice(fromIndex, toIndex)\n}

"*/
@Suppress("ACTUAL_WITHOUT_EXPECT")
public actual fun <T> Array<out T>.copyOfRange(fromIndex: Int, toIndex: Int): Array<T> {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)\n    return this.asDynamic().slice(fromIndex, toIndex)\n}

"*/
@Suppress("ACTUAL_WITHOUT_EXPECT")
public actual fun ByteArray.copyOfRange(fromIndex: Int, toIndex: Int): ByteArray {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)\n    return this.asDynamic().slice(fromIndex, toIndex)\n}

"*/
@Suppress("ACTUAL_WITHOUT_EXPECT")
public actual fun ByteArray.copyOfRange(fromIndex: Int, toIndex: Int): ByteArray {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)\n    return this.asDynamic().slice(fromIndex, toIndex)\n}

"*/
@Suppress("ACTUAL_WITHOUT_EXPECT")
public actual fun ShortArray.copyOfRange(fromIndex: Int, toIndex: Int): ShortArray {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)\n    return this.asDynamic().slice(fromIndex, toIndex)\n}

"*/
@Suppress("ACTUAL_WITHOUT_EXPECT")
public actual fun ShortArray.copyOfRange(fromIndex: Int, toIndex: Int): ShortArray {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)\n    return this.asDynamic().slice(fromIndex, toIndex)\n}

"*/
@Suppress("ACTUAL_WITHOUT_EXPECT")
public actual fun IntArray.copyOfRange(fromIndex: Int, toIndex: Int): IntArray {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)\n    return this.asDynamic().slice(fromIndex, toIndex)\n}

"*/
@Suppress("ACTUAL_WITHOUT_EXPECT")
public actual fun IntArray.copyOfRange(fromIndex: Int, toIndex: Int): IntArray {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)\n    return this.asDynamic().slice(fromIndex, toIndex)\n}

"*/
@Suppress("ACTUAL_WITHOUT_EXPECT")
public actual fun LongArray.copyOfRange(fromIndex: Int, toIndex: Int): LongArray {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)\n    return withType("LongArray", this.asDynamic().slice(fromIndex, toIndex))\n}

"*/
@Suppress("ACTUAL_WITHOUT_EXPECT")
public actual fun LongArray.copyOfRange(fromIndex: Int, toIndex: Int): LongArray {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)\n    return withType("LongArray", this.asDynamic().slice(fromIndex, toIndex))\n}

"*/
@Suppress("ACTUAL_WITHOUT_EXPECT")
public actual fun FloatArray.copyOfRange(fromIndex: Int, toIndex: Int): FloatArray {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)\n    return this.asDynamic().slice(fromIndex, toIndex)\n}

"*/
@Suppress("ACTUAL_WITHOUT_EXPECT")
public actual fun FloatArray.copyOfRange(fromIndex: Int, toIndex: Int): FloatArray {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)\n    return this.asDynamic().slice(fromIndex, toIndex)\n}
range (exclusive), must be in `fromIndex..array.size`

```kotlin
public actual fun DoubleArray.copyOfRange(fromIndex: Int, toIndex: Int): DoubleArray {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)
    return this.asDynamic().slice(fromIndex, toIndex)
}
```

```kotlin
/**
 * Returns a new array which is a copy of the specified range of the original array.
 * @param fromIndex the start of the range (inclusive), must be in `0..array.size`
 * @param toIndex the end of the range (exclusive), must be in `fromIndex..array.size`
 */
public actual fun BooleanArray.copyOfRange(fromIndex: Int, toIndex: Int): BooleanArray {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)
    return withType("BooleanArray",
        this.asDynamic().slice(fromIndex, toIndex))
}
```

```kotlin
/**
 * Returns a new array which is a copy of the specified range of the original array.
 * @param fromIndex the start of the range (inclusive), must be in `0..array.size`
 * @param toIndex the end of the range (exclusive), must be in `fromIndex..array.size`
 */
public actual fun CharArray.copyOfRange(fromIndex: Int, toIndex: Int): CharArray {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)
    return withType("CharArray",
        this.asDynamic().slice(fromIndex, toIndex))
}
```

```kotlin
/**
 * Fills this array or its subrange with the specified [element] value.
 * @param fromIndex the start of the range (inclusive), 0 by default.
 * @param toIndex the end of the range (exclusive), size of this array by default.
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgument Exception if [fromIndex] is greater than [toIndex].
 */
@SinceKotlin("1.3")
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual fun <T> Array<T>.fill(element: T, fromIndex: Int = 0, toIndex: Int = size): Unit {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)
    this.asDynamic().fill(element, fromIndex, toIndex)
}
```

```kotlin
/**
 * Fills this array or its subrange with the specified [element] value.
 * @param fromIndex the start of the range (inclusive), 0 by default.
 * @param toIndex the end of the range (exclusive), size of this array by default.
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgument Exception if [fromIndex] is greater than [toIndex].
 */
@SinceKotlin("1.3")
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual fun ByteArray.fill(element: Byte, fromIndex: Int = 0, toIndex: Int = size): Unit {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)
    this.asDynamic().fill(element, fromIndex, toIndex)
}
```

```kotlin
/**
 * Fills this array or its subrange with the specified [element] value.
 * @param fromIndex the start of the range (inclusive), 0 by default.
 * @param toIndex the end of the range (exclusive), size of this array by default.
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgument Exception if [fromIndex] is greater than [toIndex].
 */
@SinceKotlin("1.3")
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual fun ShortArray.fill(element: Short, fromIndex: Int = 0, toIndex: Int = size): Unit {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)
    this.asDynamic().fill(element, fromIndex, toIndex)
}
```

```kotlin
/**
 * Fills this array or its subrange with the specified [element] value.
 * @param fromIndex the start of the range (inclusive), 0 by default.
 * @param toIndex the end of the range (exclusive), size of this array by default.
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgument Exception if [fromIndex] is greater than [toIndex].
 */
@SinceKotlin("1.3")
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual fun IntArray.fill(element: Int, fromIndex: Int = 0, toIndex: Int = size): Unit {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)
    this.asDynamic().fill(element, fromIndex, toIndex)
}
```
public actual fun LongArray.fill(element: Long, fromIndex: Int = 0, toIndex: Int = size): Unit {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)
    this.asDynamic().fill(element, fromIndex, toIndex)
}

/**
 * Fills this array or its subrange with the specified [element] value.
 * @param fromIndex the start of the range (inclusive), 0 by default.
 * @param toIndex the end of the range (exclusive), size of this array by default.
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 */

public actual fun FloatArray.fill(element: Float, fromIndex: Int = 0, toIndex: Int = size): Unit {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)
    this.asDynamic().fill(element, fromIndex, toIndex)
}

/**
 * Fills this array or its subrange with the specified [element] value.
 * @param fromIndex the start of the range (inclusive), 0 by default.
 * @param toIndex the end of the range (exclusive), size of this array by default.
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 */

public actual fun DoubleArray.fill(element: Double, fromIndex: Int = 0, toIndex: Int = size): Unit {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)
    this.asDynamic().fill(element, fromIndex, toIndex)
}

/**
 * Fills this array or its subrange with the specified [element] value.
 * @param fromIndex the start of the range (inclusive), 0 by default.
 * @param toIndex the end of the range (exclusive), size of this array by default.
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 */

public actual fun BooleanArray.fill(element: Boolean, fromIndex: Int = 0, toIndex: Int = size): Unit {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)
    this.asDynamic().fill(element, fromIndex, toIndex)
}

/**
 * Fills this array or its subrange with the specified [element] value.
 * @param fromIndex the start of the range (inclusive), 0 by default.
 * @param toIndex the end of the range (exclusive), size of this array by default.
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 */

public actual inline operator fun <T> Array<out T>.plus(element: T): Array<T> {
    return this.asDynamic().concat(arrayOf(element))
}

/**
 * Returns an array containing all elements of the original array and then the given [element].
 */

public actual inline operator fun ByteArray.plus(element: Byte): ByteArray {
    return plus(byteArrayOf(element))
}

/**
 * Returns an array containing all elements of the original array and then the given [element].
 */

public actual inline operator fun ShortArray.plus(element: Short): ShortArray {
    return plus(shortArrayOf(element))
}

/**
 * Returns an array containing all elements of the original array and then the given [element].
 */

public actual inline operator fun IntArray.plus(element: Int): IntArray {
    return plus(intArrayOf(element))
}

/**
 * Returns an array containing all elements of the original array and then the given [element].
 */

public actual inline operator fun CharArray.plus(element: Char): CharArray {
    return plus(charArrayOf(element))
}

/**
 * Returns an array containing all elements of the original array and then the given [element].
 */

public actual inline operator fun <T> Array<out T>.plus(element: T): Array<T> {
    return this.asDynamic().concat(arrayOf(element))
}

/**
 * Returns an array containing all elements of the original array and then the given [element].
 */

public actual inline operator fun ByteArray.plus(element: Byte): ByteArray {
    return plus(byteArrayOf(element))
}

/**
 * Returns an array containing all elements of the original array and then the given [element].
 */

public actual inline operator fun ShortArray.plus(element: Short): ShortArray {
    return plus(shortArrayOf(element))
}

/**
 * Returns an array containing all elements of the original array and then the given [element].
 */

public actual inline operator fun IntArray.plus(element: Int): IntArray {
    return plus(intArrayOf(element))
}

/**
 * Returns an array containing all elements of the original array and then the given [element].
 */

public actual inline operator fun CharArray.plus(element: Char): CharArray {
    return plus(charArrayOf(element))
}

/**
 * Returns an array containing all elements of the original array and then the given [element].
 */
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```kotlin
*\@Suppress("NOTHING_TO_INLINE") public actual inline operator fun LongArray.plus(element: Long):
LongArray {
    return plus(longArrayOf(element))
}

/**
 * Returns an array containing all elements of the original array and then the given [element].
 */
*\@Suppress("NOTHING_TO_INLINE")
public actual inline operator fun FloatArray.plus(element: Float): FloatArray {
    return plus(floatArrayOf(element))
}

/**
 * Returns an array containing all elements of the original array and then the given [element].
 */
*\@Suppress("NOTHING_TO_INLINE")
public actual inline operator fun DoubleArray.plus(element: Double): DoubleArray {
    return plus(doubleArrayOf(element))
}

/**
 * Returns an array containing all elements of the original array and then the given [element].
 */
*\@Suppress("NOTHING_TO_INLINE")
public actual inline operator fun CharArray.plus(element: Char): CharArray {
    return plus(charArrayOf(element))
}

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] collection.
 */
*\@Suppress("ACTUAL_WITHOUT_EXPECT")
public actual operator fun <T> Array<out T>.plus(elements: Collection<T>): Array<T> {
    return this.asDynamic().concat(elements)
}

*\@Suppress("NOTHING_TO_INLINE")
public actual inline operator fun ByteArray.plus(elements: ByteArray): ByteArray {
    return primitiveArrayConcat(this, elements)
}

*\@Suppress("NOTHING_TO_INLINE")
public actual inline operator fun ShortArray.plus(elements: ShortArray): ShortArray {
    return primitiveArrayConcat(this, elements)
}

*\@Suppress("NOTHING_TO_INLINE")
public actual inline operator fun IntArray.plus(elements: IntArray): IntArray {
    return primitiveArrayConcat(this, elements)
}

*\@Suppress("NOTHING_TO_INLINE")
public actual inline operator fun LongArray.plus(elements: LongArray): LongArray {
    return primitiveArrayConcat(this, elements)
}

*\@Suppress("NOTHING_TO_INLINE")
public actual inline operator fun FloatArray.plus(elements: FloatArray): FloatArray {
    return primitiveArrayConcat(this, elements)
}

*\@Suppress("NOTHING_TO_INLINE")
public actual inline operator fun DoubleArray.plus(elements: DoubleArray): DoubleArray {
    return primitiveArrayConcat(this, elements)
}

*\@Suppress("NOTHING_TO_INLINE")
public actual inline operator fun CharArray.plus(elements: CharArray): CharArray {
    return primitiveArrayConcat(this, elements)
}

*\@Suppress("NOTHING_TO_INLINE")
public actual inline operator fun ByteArray.plus(elements: ByteArray): ByteArray {
    return primitiveArrayConcat(this, elements)
}

*\@Suppress("NOTHING_TO_INLINE")
public actual inline operator fun ShortArray.plus(elements: ShortArray): ShortArray {
    return primitiveArrayConcat(this, elements)
}

*\@Suppress("NOTHING_TO_INLINE")
public actual inline operator fun IntArray.plus(elements: IntArray): IntArray {
    return primitiveArrayConcat(this, elements)
}

*\@Suppress("NOTHING_TO_INLINE")
public actual inline operator fun LongArray.plus(elements: LongArray): LongArray {
    return primitiveArrayConcat(this, elements)
}

*\@Suppress("NOTHING_TO_INLINE")
public actual inline operator fun FloatArray.plus(elements: FloatArray): FloatArray {
    return primitiveArrayConcat(this, elements)
}

*\@Suppress("NOTHING_TO_INLINE")
public actual inline operator fun DoubleArray.plus(elements: DoubleArray): DoubleArray {
    return primitiveArrayConcat(this, elements)
}

*\@Suppress("NOTHING_TO_INLINE")
public actual inline operator fun CharArray.plus(elements: CharArray): CharArray {
    return primitiveArrayConcat(this, elements)
}

*\@Suppress("NOTHING_TO_INLINE")
public actual inline operator fun ByteArray.plus(elements: ByteArray): ByteArray {
    return primitiveArrayConcat(this, elements)
}

*\@Suppress("NOTHING_TO_INLINE")
public actual inline operator fun ShortArray.plus(elements: ShortArray): ShortArray {
    return primitiveArrayConcat(this, elements)
}

*\@Suppress("NOTHING_TO_INLINE")
public actual inline operator fun IntArray.plus(elements: IntArray): IntArray {
    return primitiveArrayConcat(this, elements)
}

*\@Suppress("NOTHING_TO_INLINE")
public actual inline operator fun LongArray.plus(elements: LongArray): LongArray {
    return primitiveArrayConcat(this, elements)
}

*\@Suppress("NOTHING_TO_INLINE")
public actual inline operator fun FloatArray.plus(elements: FloatArray): FloatArray {
    return primitiveArrayConcat(this, elements)
}

*\@Suppress("NOTHING_TO_INLINE")
public actual inline operator fun DoubleArray.plus(elements: DoubleArray): DoubleArray {
    return primitiveArrayConcat(this, elements)
}

*\@Suppress("NOTHING_TO_INLINE")
public actual inline operator fun CharArray.plus(elements: CharArray): CharArray {
    return primitiveArrayConcat(this, elements)
}

*\@Suppress("NOTHING_TO_INLINE")
public actual inline operator fun ByteArray.plus(elements: ByteArray): ByteArray {
    return primitiveArrayConcat(this, elements)
}

*\@Suppress("NOTHING_TO_INLINE")
public actual inline operator fun ShortArray.plus(elements: ShortArray): ShortArray {
    return primitiveArrayConcat(this, elements)
}
```
/*\n@Suppress("NOTHING_TO_INLINE")\npublic actual inline operator fun IntArray.plus(elements: IntArray): IntArray {
    return primitiveArrayConcat(this, elements)
}

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] array.
 */
@Suppress("NOTHING_TO_INLINE")
public actual inline operator fun LongArray.plus(elements: LongArray): LongArray {
    return primitiveArrayConcat(this, elements)
}

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] array.
 */
@Suppress("NOTHING_TO_INLINE")
public actual inline operator fun FloatArray.plus(elements: FloatArray): FloatArray {
    return primitiveArrayConcat(this, elements)
}

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] array.
 */
@Suppress("NOTHING_TO_INLINE")
public actual inline operator fun DoubleArray.plus(elements: DoubleArray): DoubleArray {
    return primitiveArrayConcat(this, elements)
}

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] array.
 */
@Suppress("NOTHING_TO_INLINE")
public actual inline operator fun BooleanArray.plus(elements: BooleanArray): BooleanArray {
    return primitiveArrayConcat(this, elements)
}

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] array.
 */
@Suppress("NOTHING_TO_INLINE")
public actual inline operator fun CharArray.plus(elements: CharArray): CharArray {
    return primitiveArrayConcat(this, elements)
}

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] array.
 */
@Suppress("NOTHING_TO_INLINE")
public actual inline fun <T> Array<out T>.plusElement(element: T): Array<T> {
    return this.asDynamic().concat(arrayOf(element))
}

/**
 * Sorts the array in-place.
 * 
 * @sample samples.collections.Arrays.Sorting.sortArray
 */
@library("primitiveArraySort")
public actual fun IntArray.sort(): Unit {
    definedExternally
}

/**
 * Sorts the array in-place.
 * 
 * @sample samples.collections.Arrays.Sorting.sortArray
 */
public actual fun LongArray.sort(): Unit {
    if (size > 1) sort {
        a: Long, b: Long -> a.compareTo(b) }
}

/**
 * Sorts the array in-place.
 * 
 * @sample samples.collections.Arrays.Sorting.sortArray
 */
@library("primitiveArraySort")
public actual fun ByteArray.sort(): Unit {
    definedExternally
}

/**
 * Sorts the array in-place.
 * 
 * @sample samples.collections.Arrays.Sorting.sortArray
 */
@library("primitiveArraySort")
public actual fun ShortArray.sort(): Unit {
    definedExternally
}

/**
 * Sorts the array in-place.
 * 
 * @sample samples.collections.Arrays.Sorting.sortArray
 */
@library("primitiveArraySort")
public actual fun DoubleArray.sort(): Unit {
    definedExternally
}

/**
 * Sorts the array in-place.
 * 
 * @sample samples.collections.Arrays.Sorting.sortArray
 */
@library("primitiveArraySort")
public actual fun FloatArray.sort(): Unit {
    definedExternally
}

/**
 * Sorts the array in-place.
 * 
 * @sample samples.collections.Arrays.Sorting.sortArray
 */
@library("primitiveArraySort")
public actual fun CharArray.sort(): Unit {
    definedExternally
}

/**
 * Sorts the array in-place according to the natural order of its elements.
 * 
 * The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.
 */
public actual fun <T : Comparable<T>> Array<out T>.sort(): Unit {
    if (size > 1) sortArray(this)
}

/**
 * Sorts the array in-place according to the order specified by the given [comparison] function.
 * 
 * The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.
 */
public fun <T> Array<out T>.sort(comparison: (a: T, b: T) -> Int): Unit {
    sortArrayWith(this, comparison)
}

/**
 * Sorts the array in-place according to the order specified by the given [comparison] function.
 * 
 * The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.
 */
@kotlin.internal.InlineOnly
public inline fun ByteArray.sort(noinline comparison: (a: Byte, b: Byte) -> Int): Unit {
    this.asDynamic().sort(comparison)
}

/**
 * Sorts the array in-place according to the order specified by the given [comparison] function.
 * 
 * The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.
 */
@kotlin.internal.InlineOnly
public inline fun ShortArray.sort(noinline comparison: (a: Short, b: Short) -> Int): Unit {
    this.asDynamic().sort(comparison)
}

/**
 * Sorts the array in-place according to the order specified by the given [comparison] function.
 * 
 * The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.
 */
@kotlin.internal.InlineOnly
public inline fun IntArray.sort(noinline comparison: (a: Int, b: Int) -> Int): Unit {
    this.asDynamic().sort(comparison)
}
asDynamic().sort(comparison) * Sorts the array in-place according to the order specified by the given [comparison] function. 

/**
 * Sorts the array in-place according to the order specified by the given [comparison] function. 

@kotlin.internal.InlineOnly
public inline fun LongArray.sort(noinline comparison: (a: Long, b: Long) -> Int): Unit {
    asDynamic().sort(comparison)
}

/**
 * Sorts the array in-place according to the order specified by the given [comparison] function. 

@kotlin.internal.InlineOnly
public inline fun FloatArray.sort(noinline comparison: (a: Float, b: Float) -> Int): Unit {
    asDynamic().sort(comparison)
}

/**
 * Sorts the array in-place according to the order specified by the given [comparison] function. 

@kotlin.internal.InlineOnly
public inline fun DoubleArray.sort(noinline comparison: (a: Double, b: Double) -> Int): Unit {
    asDynamic().sort(comparison)
}

/**
 * Sorts the array in-place according to the order specified by the given [comparison] function. 

@kotlin.internal.InlineOnly
public inline fun CharArray.sort(noinline comparison: (a: Char, b: Char) -> Int): Unit {
    asDynamic().sort(comparison)
}

/**
 * Sorts the array in-place according to the order specified by the given [comparator].
 * The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting. 

@file:kotlin.jvm.JvmName("ComparisonsKt")
@file:kotlin.jvm.JvmMultifileClass

package kotlin.comparisons

/**
 * Compares two values using the specified functions [selectors] to calculate the result of the comparison.
 * The functions are called sequentially, receive the given values [a] and [b] and return [Comparable] objects.
 * As soon as the [Comparable] instances returned by a function for [a] and [b] values do not compare as equal, the result of that comparison is returned. 

@sample samples.comparisons.Comparisons.compareValuesByWithSelectors
*/
public fun <T> compareValuesBy(a: T, b: T, vararg selectors: (T) -> Comparable<*>?): Int {
    require(selectors.size > 0)
    return compareValuesByImpl(a, b, selectors)
}

private fun <T> compareValuesByImpl(a: T, b: T, selectors: Array<out (T) -> Comparable<*>?>): Int {
    for (fn in selectors) {
        val v1 = fn(a)
        val v2 = fn(b)
        val diff = compareValues(v1, v2)
        if (diff != 0) return diff
    }
    return 0
}

/**
 * Compares two values using the specified [selector] function to calculate the result of the comparison.
 * The function is applied to the given values [a] and [b] and return objects of type K which are then being compared with the given
@sample

```kotlin
protected inline fun Int<caret> return comparator.compare(selector(a), selector(b))
```
samples.comparisons.Comparisons.thenByDescending\n */\n@kotlin.internal.InlineOnly\npublic inline fun <T>
Comparator<T>.thenByDescending(crossinline selector: (T) -> Comparable<*>?): Comparator<T> =\n
Comparator { a, b ->\n
val previousCompare = this@thenByDescending.compare(a, b)\n
if
(previousCompare != 0) previousCompare else compareValuesBy(b, a, selector)\n }\n\n/**\n * Creates a
descending comparator comparing values after the primary comparator defined them equal. It uses\n * the [selector]
function to transform values and then compares them with the given [comparator].\n *\n * @sample
samples.comparisons.Comparisons.thenByDescendingWithComparator\n */\n@kotlin.internal.InlineOnly\npublic
inline fun <T, K> Comparator<T>.thenByDescending(comparator: Comparator<in K>, crossinline selector: (T) ->
K): Comparator<T> =\n Comparator { a, b ->\n
val previousCompare = this@thenByDescending.compare(a,
b)\n
if (previousCompare != 0) previousCompare else compareValuesBy(b, a, comparator, selector)\n
}\n\n\n/**\n * Creates a comparator using the primary comparator and function to calculate a result of comparison.\n
*\n * @sample samples.comparisons.Comparisons.thenComparator\n */\n@kotlin.internal.InlineOnly\npublic inline
fun <T> Comparator<T>.thenComparator(crossinline comparison: (a: T, b: T) -> Int): Comparator<T> =\n
Comparator { a, b ->\n
val previousCompare = this@thenComparator.compare(a, b)\n
if (previousCompare
!= 0) previousCompare else comparison(a, b)\n }\n\n/**\n * Combines this comparator and the given [comparator]
such that the latter is applied only\n * when the former considered values equal.\n *\n * @sample
samples.comparisons.Comparisons.then\n */\npublic infix fun <T> Comparator<T>.then(comparator:
Comparator<in T>): Comparator<T> =\n Comparator { a, b ->\n
val previousCompare =
this@then.compare(a, b)\n
if (previousCompare != 0) previousCompare else comparator.compare(a, b)\n
}\n\n/**\n * Combines this comparator and the given [comparator] such that the latter is applied only\n * when the
former considered values equal.\n *\n * @sample samples.comparisons.Comparisons.thenDescending\n */\npublic
infix fun <T> Comparator<T>.thenDescending(comparator: Comparator<in T>): Comparator<T> =\n
Comparator<T> { a, b ->\n
val previousCompare = this@thenDescending.compare(a, b)\n
if
(previousCompare != 0) previousCompare else comparator.compare(b, a)\n }\n\n// Not so useful without type
inference for receiver of expression\n/**\n * Extends the given [comparator] of non-nullable values to a comparator
of nullable values\n * considering `null` value less than any other value.\n *\n * @sample
samples.comparisons.Comparisons.nullsFirstLastWithComparator\n */\npublic fun <T : Any>
nullsFirst(comparator: Comparator<in T>): Comparator<T?> =\n Comparator { a, b ->\n
when {\n
a
=== b -> 0\n
a == null -> -1\n
b == null -> 1\n
else -> comparator.compare(a, b)\n
}\n
}\n\n/**\n * Provides a comparator of nullable [Comparable] values\n * considering `null` value less than any other
value.\n *\n * @sample samples.comparisons.Comparisons.nullsFirstLastComparator\n
*/\n@kotlin.internal.InlineOnly\npublic inline fun <T : Comparable<T>> nullsFirst(): Comparator<T?> =
nullsFirst(naturalOrder())\n\n/**\n * Extends the given [comparator] of non-nullable values to a comparator of
nullable values\n * considering `null` value greater than any other value.\n *\n * @sample
samples.comparisons.Comparisons.nullsFirstLastWithComparator\n */\npublic fun <T : Any>
nullsLast(comparator: Comparator<in T>): Comparator<T?> =\n Comparator { a, b ->\n
when {\n
a
=== b -> 0\n
a == null -> 1\n
b == null -> -1\n
else -> comparator.compare(a, b)\n
}\n
}\n\n/**\n * Provides a comparator of nullable [Comparable] values\n * considering `null` value greater than any
other value.\n *\n * @sample samples.comparisons.Comparisons.nullsFirstLastComparator\n
*/\n@kotlin.internal.InlineOnly\npublic inline fun <T : Comparable<T>> nullsLast(): Comparator<T?> =
nullsLast(naturalOrder())\n\n/**\n * Returns a comparator that compares [Comparable] objects in natural order.\n
*\n * @sample samples.comparisons.Comparisons.naturalOrderComparator\n */\npublic fun <T : Comparable<T>>
naturalOrder(): Comparator<T> = @Suppress(\"UNCHECKED_CAST\") (NaturalOrderComparator as
Comparator<T>)\n\n/**\n * Returns a comparator that compares [Comparable] objects in reversed natural order.\n
*\n * @sample samples.comparisons.Comparisons.nullsFirstLastWithComparator\n */\npublic fun <T :
Comparable<T>> reverseOrder(): Comparator<T> = @Suppress(\"UNCHECKED_CAST\")
(ReverseOrderComparator as Comparator<T>)\n\n/**\n * Returns a comparator that imposes the reverse ordering
of this comparator.\n *\n * @sample samples.comparisons.Comparisons.reversed\n */\npublic fun <T>

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Comparator\(<T>\).reversed(): Comparator\(<T>\) = when (this) {
    is ReversedComparator -> this.comparator
    NaturalOrderComparator -> @Suppress("UNCHECKED_CAST") (ReverseOrderComparator as Comparator\(<T>\))
    ReverseOrderComparator -> @Suppress("UNCHECKED_CAST")
    else -> ReversedComparator\(<T>\)\(\)}

private class ReversedComparator\(<T>\)(public val comparator: Comparator\(<T>\)) : Comparator\(<T>\) {
    override fun compare(a: T, b: T): Int = comparator.compare(b, a)
    @Suppress("VIRTUAL_MEMBER_HIDDEN")
    fun reversed(): Comparator\(<T>\) = comparator
}

private object NaturalOrderComparator : Comparator<Comparable<Any>> {
    override fun compare(a: Comparable<Any>, b: Comparable<Any>): Int = a.compareTo(b)
    @Suppress("VIRTUAL_MEMBER_HIDDEN")
    fun reversed(): Comparator<Comparable<Any>> = ReverseOrderComparator
}

private object ReverseOrderComparator : Comparator<Comparable<Any>> {
    override fun compare(a: Comparable<Any>, b: Comparable<Any>): Int = b.compareTo(a)
    @Suppress("VIRTUAL_MEMBER_HIDDEN")
    fun reversed(): Comparator<Comparable<Any>> = NaturalOrderComparator
}

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Comparator\(<T>\): Comparator\(<T>\) = when (this) {
    is ReversedComparator -> this.comparator
    NaturalOrderComparator -> @Suppress("UNCHECKED_CAST") (ReverseOrderComparator as Comparator\(<T>\))
    ReverseOrderComparator -> @Suppress("UNCHECKED_CAST")
    (NaturalOrderComparator as Comparator\(<T>\))\n    else -> ReversedComparator\(<T>\)\(\)
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```kotlin
contract { // Calls the specified function [block] with 'this' value as its argument and returns its result.
    T block: R | R }

/**
 * Calls the specified function [block] with 'this' value as its argument and returns its result.
 * For detailed usage information see the documentation for [scope functions](https://kotlinlang.org/docs/reference/scope-functions.html#let).
 */
@kotlin.internal.InlineOnly
public inline fun <T, R> T.let(block: (T) -> R): R {
    contract {
        callsInPlace(block, InvocationKind.EXACTLY_ONCE)
    }
    return block(this)
}

/**
 * Calls the specified function [block] with 'this' value as its argument and returns its result.
 * For detailed usage information see the documentation for [scope functions](https://kotlinlang.org/docs/reference/scope-functions.html#let).
 */
@kotlin.internal.InlineOnly
public inline fun <T, R> T.let(block: (T) -> R): R {
    contract {
        callsInPlace(block, InvocationKind.EXACTLY_ONCE)
    }
    return block(this)
}

/**
 * Calls the specified function [block] with 'this' value as its argument and returns its result.
 * For detailed usage information see the documentation for [scope functions](https://kotlinlang.org/docs/reference/scope-functions.html#let).
 */
@kotlin.internal.InlineOnly
public inline fun <T, R> T.let(block: (T) -> R): R {
    contract {
        callsInPlace(block, InvocationKind.EXACTLY_ONCE)
    }
    return block(this)
}
```

/*
 * Copyright 2010-2019 JetBrains s.r.o. and Kotlin Programming Language contributors.
 * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.
 */

```kotlin
import kotlin.js.*

/**
 * Returns the greater of two values.
 * If values are equal, returns the first one.
 */
@SinceKotlin("1.1")
public actual fun <T : Comparable<T>> maxOf(a: T, b: T): T { return if (a >= b) a else b }

/**
 * Returns the greater of two values.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
@Suppress("DEPRECATION_ERROR")
public actual inline fun maxOf(a: Byte, b: Byte): Byte {
    return Math.max(a.toInt(), b.toInt()).unsafeCast<Byte>()
}

/**
 * Returns the greater of two values.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
@Suppress("DEPRECATION_ERROR")
public actual inline fun maxOf(a: Short, b: Short): Short {
    return Math.max(a.toInt(), b.toInt()).unsafeCast<Short>()
}

/**
 * Returns the greater of two values.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
@Suppress("DEPRECATION_ERROR")
public actual inline fun maxOf(a: Int, b: Int): Int {
    return Math.max(a, b)
}

/**
 * Returns the greater of two values.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
@Suppress("DEPRECATION_ERROR")
public actual inline fun maxOf(a: Long, b: Long): Long {
    return if (a >= b) a else b
}

/**
 * Returns the greater of two values.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
@Suppress("DEPRECATION_ERROR")
public actual inline fun maxOf(a: Float, b: Float): Float {
    return Math.max(a, b)
}

/**
 * Returns the greater of two values.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
@Suppress("DEPRECATION_ERROR")
public actual inline fun maxOf(a: Double, b: Double): Double {
    return Math.max(a, b)
}

/**
 * Returns the greater of two values.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
@Suppress("DEPRECATION_ERROR")
public actual inline fun maxOf(a: Byte, b: Byte): Byte {
    return Math.max(a.toInt(), b.toInt())
}

/**
 * Returns the greater of two values.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
@Suppress("DEPRECATION_ERROR")
public actual inline fun maxOf(a: Boolean, b: Boolean): Boolean {
    return if (a) a else b
}
```

---

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inline fun maxOf(a: Int, b: Int, c: Int): Int {
    return Math.max(a, b, c) or
}/* */*

inline fun maxOf(a: Long, b: Long, c: Long): Long {
    return Math.max(a, Math.max(b, c)) or
}/* */*

inline fun maxOf(a: Float, b: Float, c: Float): Float {
    return Math.max(a, b, c) or
}/* */*

inline fun maxOf(a: Double, b: Double, c: Double): Double {
    return Math.max(a, Math.max(b, c)) or
}/* */*

open fun minOf(a: Byte, b: Byte): Byte {
    return Math.min(a.toInt(), b.toInt()).unsafeCast<Byte>() or
}/* */*

open fun minOf(a: Short, b: Short): Short {
    return Math.min(a.toInt(), b.toInt()).unsafeCast<Short>() or
}/* */*

open fun minOf(a: Int, b: Int): Int {
    return Math.min(a, b) or
}/* */*

open fun minOf(a: Long, b: Long): Long {
    return if (a <= b) a else b or
}/* */*

open fun minOf(a: Float, b: Float): Float {
    return Math.min(a, b) or
}/* */*

open fun minOf(a: Double, b: Double): Double {
    return Math.min(a, b) or
}/* */*

open fun minOf(a: Byte, b: Byte, c: Byte): Byte {
    return Math.min(a.toInt(), b.toInt(), c.toInt()).unsafeCast<Byte>() or
}/* */*

open fun minOf(a: Short, b: Short, c: Short): Short {
    return Math.min(a.toInt(), b.toInt(), c.toInt()).unsafeCast<Short>() or
}/* */*

open fun minOf(a: Int, b: Int, c: Int): Int {
    return Math.min(a, Math.min(b, c)) or
}/* */*

open fun minOf(a: Long, b: Long, c: Long): Long {
    return minOf(a, minOf(b, c)) or
}/* */*

open fun minOf(a: Float, b: Float, c: Float): Float {
    return Math.min(a, b, c) or
}/* */*

open fun minOf(a: Double, b: Double, c: Double): Double {
    return Math.min(a, b, c) or
}/* */*

open fun minOf(a: Byte, b: Byte, c: Byte, d: Byte): Byte {
    return Math.min(a.toInt(), b.toInt(), c.toInt(), d.toInt()).unsafeCast<Byte>() or
}/* */*

open fun minOf(a: Short, b: Short, c: Short, d: Short): Short {
    return Math.min(a.toInt(), b.toInt(), c.toInt(), d.toInt()).unsafeCast<Short>() or
}/* */*

open fun minOf(a: Int, b: Int, c: Int, d: Int): Int {
    return Math.min(a, Math.min(b, c), d) or
}/* */*

    return minOf(a, minOf(b, c), d) or
}/* */*

open fun minOf(a: Float, b: Float, c: Float, d: Float): Float {
    return Math.min(a, b, c, d) or
}/* */*

open fun minOf(a: Double, b: Double, c: Double, d: Double): Double {
    return Math.min(a, b, c, d) or
}/* */*

open fun minOf(a: Byte, b: Byte, c: Byte, d: Byte, e: Byte): Byte {
    return Math.min(a.toInt(), b.toInt(), c.toInt(), d.toInt(), e.toInt()).unsafeCast<Byte>() or
}/* */*

open fun minOf(a: Short, b: Short, c: Short, d: Short, e: Short): Short {
    return Math.min(a.toInt(), b.toInt(), c.toInt(), d.toInt(), e.toInt()).unsafeCast<Short>() or
}/* */*

    return Math.min(a, Math.min(b, c), d, e) or
}/* */*

    return minOf(a, minOf(b, c), d, e) or
}/* */*

open fun minOf(a: Float, b: Float, c: Float, d: Float, e: Float): Float {
    return Math.min(a, b, c, d, e) or
}/* */*

open fun minOf(a: Double, b: Double, c: Double, d: Double, e: Double): Double {
    return Math.min(a, b, c, d, e) or
}/* */*

open fun minOf(a: Byte, b: Byte, c: Byte, d: Byte, e: Byte, f: Byte): Byte {
    return Math.min(a.toInt(), b.toInt(), c.toInt(), d.toInt(), e.toInt(), f.toInt()).unsafeCast<Byte>() or
}/* */*

open fun minOf(a: Short, b: Short, c: Short, d: Short, e: Short, f: Short): Short {
    return Math.min(a.toInt(), b.toInt(), c.toInt(), d.toInt(), e.toInt(), f.toInt()).unsafeCast<Short>() or
}/* */*

    return Math.min(a, Math.min(b, c), d, e, f) or
}/* */*

    return minOf(a, minOf(b, c), d, e, f) or
}/* */*

    return Math.min(a, b, c, d, e, f) or
}/* */*

open fun minOf(a: Double, b: Double, c: Double, d: Double, e: Double, f: Double): Double {
    return Math.min(a, b, c, d, e, f) or
}/* */*

open fun minOf(a: Byte, b: Byte, c: Byte, d: Byte, e: Byte, f: Byte, g: Byte): Byte {
    return Math.min(a.toInt(), b.toInt(), c.toInt(), d.toInt(), e.toInt(), f.toInt(), g.toInt()).unsafeCast<Byte>() or
}/* */*

open fun minOf(a: Short, b: Short, c: Short, d: Short, e: Short, f: Short, g: Short): Short {
    return Math.min(a.toInt(), b.toInt(), c.toInt(), d.toInt(), e.toInt(), f.toInt(), g.toInt()).unsafeCast<Short>() or
}/* */*

    return Math.min(a, Math.min(b, c), d, e, f, g) or
}/* */*

    return minOf(a, minOf(b, c), d, e, f, g) or
}/* */*

open fun minOf(a: Float, b: Float, c: Float, d: Float, e: Float, f: Float, g: Float): Float {
    return Math.min(a, b, c, d, e, f, g) or
}/* */*

open fun minOf(a: Double, b: Double, c: Double, d: Double, e: Double, f: Double, g: Double): Double {
    return Math.min(a, b, c, d, e, f, g) or
}/* */*

open fun minOf(a: Byte, b: Byte, c: Byte, d: Byte, e: Byte, f: Byte, g: Byte, h: Byte): Byte {
    return Math.min(a.toInt(), b.toInt(), c.toInt(), d.toInt(), e.toInt(), f.toInt(), g.toInt(), h.toInt()).unsafeCast<Byte>() or
}/* */*

open fun minOf(a: Short, b: Short, c: Short, d: Short, e: Short, f: Short, g: Short, h: Short): Short {
    return Math.min(a.toInt(), b.toInt(), c.toInt(), d.toInt(), e.toInt(), f.toInt(), g.toInt(), h.toInt()).unsafeCast<Short>() or
}/* */*

    return Math.min(a, Math.min(b, c), d, e, f, g, h) or
}/* */*

    return minOf(a, minOf(b, c), d, e, f, g, h) or
}/* */*

open fun minOf(a: Float, b: Float, c: Float, d: Float, e: Float, f: Float, g: Float, h: Float): Float {
    return Math.min(a, b, c, d, e, f, g, h) or
}/* */*

open fun minOf(a: Double, b: Double, c: Double, d: Double, e: Double, f: Double, g: Double, h: Double): Double {
    return Math.min(a, b, c, d, e, f, g, h) or
}/* */*
https://github.com/JetBrains/kotlin/tree/master/libraries/stdlib

//

import kotlin.random.*
import kotlin.ranges.contains
import kotlin.ranges.reversed

/**
 * Returns 1st *element* from the list.
 * 
 * Throws an [IndexOutOfBoundsException] if the size of this list is less than 1.
 */
public inline operator fun <T> List<T>.component1(): T {
    return get(0)
}

/**
 * Returns 2nd *element* from the list.
 * 
 * Throws an [IndexOutOfBoundsException] if the size of this list is less than 2.
 */
public inline operator fun <T> List<T>.component2(): T {
    return get(1)
}

/**
 * Returns 3rd *element* from the list.
 * 
 * Throws an [IndexOutOfBoundsException] if the size of this list is less than 3.
 */
public inline operator fun <T> List<T>.component3(): T {
    return get(2)
}

/**
 * Returns 4th *element* from the list.
 * 
 * Throws an [IndexOutOfBoundsException] if the size of this list is less than 4.
 */
public inline operator fun <T> List<T>.component4(): T {
    return get(3)
}

/**
 * Returns 5th *element* from the list.
 * 
 * Throws an [IndexOutOfBoundsException] if the size of this list is less than 5.
 */
public inline operator fun <T> List<T>.component5(): T {
    return get(4)
}

/**
 * Returns `true` if [element] is found in the collection.
 * 
 * @sample samples.collections.Collections.Elements.contains
 */
public operator fun <@kotlin.internal.OnlyInputTypes T> Iterable<T>.contains(element: T): Boolean {
    if (this is Collection)
        return contains(element)
    return indexOf(element) >= 0
}

/**
 * Returns an element at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is out of bounds of this list.
 * 
 * @sample samples.collections.Collections.Elements.elementAt
 */
public fun <T> Iterable<T>.elementAt(index: Int): T {
    if (this is List)
        return get(index)
    return elementAtOrElse(index) { throw IndexOutOfBoundsException("Collection doesn't contain element at index $index.") }
}

/**
 * Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this list.
 * 
 * @sample samples.collections.Collections.Elements.elementAtOrElse
 */
@kotlin.internal.InlineOnly
public inline fun <T> List<T>.elementAt(index: Int): T {
    return get(index)
}

/**
 * Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this list.
 * 
 * @sample samples.collections.Collections.Elements.elementAtOrElse
 */
@kotlin.internal.InlineOnly
public inline fun <T> List<T>.elementAtOrElse(index: Int, defaultValue: (Int) -> T): T {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}

/**
 * Returns an element at the given [index] or `null` if the [index] is out of bounds of this list.
 * 
 * @sample samples.collections.Collections.Elements.elementAtOrNull
 */
public fun <T> Iterable<T>.elementAtOrNull(index: Int): T? {
    if (this is List)
        return getOrNull(index)
    if (index < 0)
        return null
    val iterator = iterator()
    var count = 0
    while (iterator.hasNext()) {
        val element = iterator.next()
        if (index == count++)
            return element
    }
    return null
}

/**
 * Returns the first element matching the given [predicate], or `null` if no such element was found.
 * 
 * @sample samples.collections.Collections.Elements.elementAt
 */
@kotlin.internal.InlineOnly
public inline fun <@kotlin.internal.OnlyInputTypes T> Iterable<T>.find(predicate: (T) -> Boolean): T? {
    return firstOrNull(predicate)
}

/**
 * Returns the last element matching the given [predicate], or `null` if no such element was found.
 * 
 * @sample samples.collections.Collections.Elements.elementAt
 */
@kotlin.internal.InlineOnly
public inline fun <@kotlin.internal.OnlyInputTypes T> Iterable<T>.findLast(predicate: (T) -> Boolean): T? {
    return lastOrNull(predicate)
}
List<T>.findLast(predicate: (T) -> Boolean): T? {
    return lastOrNull(predicate) || null/* T? */
} retur return lastOrNull(predicate) || null/* T? */

Iterable<T>.firstOrNull(predicate: (T) -> Boolean): T? {
    return if (predicate(element)) return element
    return null
}

List<T>.indexOfLast(predicate: (T) -> Boolean): Int {
    var index = 0
    for (item in this) {
        if (predicate(item)) return index
        index++
    }
    return -1
}

Iterable<T>.indexOfLast(predicate: (T) -> Boolean): Int {
    var index = 0
    for (item in this) {
        if (predicate(item)) return index
        index++
    }
    return -1
}

List<T>.indexOfFirst(predicate: (T) -> Boolean): Int {
    var index = 0
    for (item in this) {
        if (predicate(item)) return index
        index++
    }
    return -1
}

Iterable<T>.indexOfFirst(predicate: (T) -> Boolean): Int {
    var index = 0
    for (item in this) {
        if (predicate(item)) return index
        index++
    }
    return -1
}

List<T>.indexOf(element: T): Int {
    return if (this is List) return this.indexOf(element)
    var index = 0
    for (item in this) {
        checkIndexOverflow(index)
        if (item == element)
            return index
        index++
    }
    return -1
}

Iterable<T>.indexOf(element: T): Int {
    if (this is List) return this.indexOf(element)
    var index = 0
    for (item in this) {
        checkIndexOverflow(index)
        if (item == element)
            return index
        index++
    }
    return -1
}

List<T>.getOrNull(index: Int): T? {
    if (index >= 0 && index <= lastIndex)
        return get(index)
    else return null
}

Iterable<T>.getOrNull(index: Int): T? {
    if (index >= 0 && index <= indexOfLast)
        return get(index)
    else return null
}

List<T>.getOrElse(index: Int, defaultValue: (Int) -> T): T {
    return if (index >= 0 && index <= lastIndex)
        get(index)
    else defaultT
}

Iterable<T>.getOrElse(index: Int, defaultValue: (Int) -> T): T {
    return if (index >= 0 && index <= indexOfLast)
        get(index)
    else defaultT
}

List<T>.last(): T {
    return if (isEmpty()) throw NoSuchElementException("Collection is empty.")
            last = iterator.next()
            return last
        }
    }
}

/**
 * Returns the last
 * @throws
 * if the list is empty.
 * */
public fun <T> List<T>.last(): T {
    if (isEmpty()) throw NoSuchElementException("Collection is empty.")
            last = iterator.next()
            return last
        }
    }
}

/**
 * Returns the last
 * @throws
 * if the list is empty.
 * */
public fun <T> List<T>.last(): T {
    if (isEmpty()) throw NoSuchElementException("Collection is empty.")
            last = iterator.next()
            return last
        }
    }
}

/**
 * Returns the last
 * @throws
 * if the list is empty.
 * */
public fun <T> List<T>.last(): T {
    if (isEmpty()) throw NoSuchElementException("Collection is empty.")
            last = iterator.next()
            return last
        }
    }
}

/**
 * Returns the last
 * @throws
 * if the list is empty.
 * */
public fun <T> List<T>.last(): T {
    if (isEmpty()) throw NoSuchElementException("Collection is empty.")
            last = iterator.next()
            return last
        }
    }
}

/**
 * Returns the last
 * @throws
 * if the list is empty.
 * */
public fun <T> List<T>.last(): T {
    if (isEmpty()) throw NoSuchElementException("Collection is empty.")
            last = iterator.next()
            return last
        }
    }
}

/**
 * Returns the last
 * @throws
 * if the list is empty.
 * */
public fun <T> List<T>.last(): T {
    if (isEmpty()) throw NoSuchElementException("Collection is empty.")
            last = iterator.next()
            return last
        }
    }
}

/**
 * Returns the last
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```kotlin
if (isEmpty())
    throw NoSuchElementException("List is empty.")
return this[lastIndex]
}

/**
 * Returns the last element matching the given [predicate].
 * @throws [NoSuchElementException] if no such element is found.
 * @suppress("UNCHECKED_CAST") // false warning, extension takes precedence in some cases
 */
@kotlin.internal.InlineOnly inline fun <T> Iterable<T>.last(predicate: (T) -> Boolean): T {
    var last: T? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            last = element
            found = true
        } if (!found) throw NoSuchElementException("Collection contains no element matching the predicate.")
    return if (found) last
    @Suppress("UNCHECKED_CAST")
    return last
}

/**
 * Returns the last element matching the given [predicate].
 * @throws [NoSuchElementException] if no such element is found.
 */
public inline fun <T> Iterable<T>.lastIndexOf(element: T): Int {
    if (this is List) return this.lastIndexOf(element)
    var lastIndex = -1
    var index = 0
    for (item in this) {
        checkIndexOverflow(index)
        if (element == item)
            lastIndex = index
        index++
    }
    return lastIndex
}

/**
 * Returns the last element matching the given [predicate], or `null` if no such element was found.
 */
public inline fun <T> List<T>.lastOrNull(predicate: (T) -> Boolean): T? {
    val iterator = this.listIterator(size)
    while (iterator.hasPrevious()) {
        val element = iterator.previous()
        if (predicate(element)) return element
    }
    return null
}

/**
 * Returns a random element from this collection.
 * @throws NoSuchElementException if this collection is empty.
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly inline fun <T> Collection<T>.random(): T {
    return random(NULL)
}

/**
 * Returns a random element from this collection using the specified source of randomness.
 * @throws NoSuchElementException if this collection is empty.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi inline fun <T> Collection<T>.randomOrNull(): T? {
    return randomOrNull(NULL)
}
```
Iterable<T>.filterIndexedTo(destination: C, predicate: (index: Int, T) -> Boolean): C {
    forEachIndexed {
        index, element ->
        if (predicate(index, element)) destination.add(element)
    }
    return destination
}

/**
 * Returns a list containing all elements that are instances of specified type parameter R.
 */
public inline fun <reified R> Iterable<*>.filterInstance(): List<R> {
    return filterInstanceTo(ArrayList<R>())
}

/**
 * Appends all elements that are instances of specified type parameter R to the given [destination].
 */
public inline fun <reified R> Iterable<*>.filterInstanceTo(destination: MutableList<R>): C {
    for (element in this) if (element is R) destination.add(element)
    return destination
}

/**
 * Returns a list containing all elements that are not `null`.
 */
public fun <T> List<T?>.filterNotNull(): List<T> {
    return filterNotNullTo(ArrayList<T>())
}

/**
 * Appends all elements that are not `null` to the given [destination].
 */
public fun <T> MutableList<T?>.filterNotNullTo(destination: MutableList<T>): C {
    for (element in this) if (element != null) destination.add(element)
    return destination
}

/**
 * Returns a list containing elements at indices in the specified [indices] range.
 */
public fun <T> List<T>.slice(indices: IntRange): List<T> {
    if (indices.isEmpty()) return listOf()
    return toList().subList(indices.start, indices.endInclusive + 1).toList()
}

/**
 * Returns a list containing elements at specified [indices].
 */
public fun <T> List<T>.slice(indices: Iterable<Int>): List<T> {
    val size = indices.collectionSizeOrDefault(10)
    if (size == 0) return emptyList()
    val list = ArrayList<T>(size)
    for (index in indices) {
        list.add(get(index))
    }
    return list
}

/**
 * Returns a list containing first [n] elements.
 * @throws IllegalArgumentException if [n] is negative.
 * @sample samples.collections.Collections.Transformations.take
 */
public fun <T> Iterable<T>.take(n: Int): List<T> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    if (n == 0) return emptyList()
    if (this is Collection<T>) {
        if (n >= size) return toList()
        if (n == 1) return listOf(first())
    }
    var count = 0
    val list = ArrayList<T>(n)
    for (item in this) {
        list.add(item)
        if (++count == n)
            break
    }
    return list.optimizeReadOnlyList()
}

/**
 * Returns a list containing last [n] elements.
 * @throws IllegalArgumentException if [n] is negative.
 * @sample samples.collections.Collections.Transformations.take
 */
public fun <T> List<T>.takeLast(n: Int): List<T> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    val size = size
    if (n >= size) return toList()
    if (n == 1) return listOf(last())
    val list = ArrayList<T>(n)
    if (this is RandomAccess) {
        for (index in size - n until size)
            list.add(this[index])
    } else {
        for (item in listIterator(size - n))
            list.add(item)
    }
    return list
}

/**
 * Returns a list containing last elements satisfying the given [predicate].
 * @sample samples.collections.Collections.Transformations.take
 */
public inline fun <T> List<T>.takeLastWhile(predicate: (T) -> Boolean): List<T> {
    var count = 0
    val list = ArrayList<T>()
    for (item in this) {
        if (!predicate(item))
            break
        list.add(item)
        if (++count == n)
            break
    }
    return list
}

/**
 * Returns a list containing first elements satisfying the given [predicate].
 * @sample samples.collections.Collections.Transformations.take
 */
public inline fun <T> Iterable<T>.takeWhile(predicate: (T) -> Boolean): List<T> {
    var count = 0
    val list = ArrayList<T>()
    for (item in this) {
        if (!predicate(item))
            break
        list.add(item)
        if (++count == n)
            break
    }
    return list
}
```kotlin
break
list.add(item)
}

/**
 * Reverses elements in the list in-place.
 */
public fun <T> MutableList<T>.reverse(): Unit {
    val list = toMutableList()
    list.reverse()
    @Suppress("UNCHECKED_CAST")
    return (toTypedArray<Comparable<T>>() as Array<T>).apply { sort() }.asList()
}

/**
 * Returns a list with elements in reversed order.
 */
public fun <T> Iterable<T>.reversed(): List<T> {
    if (this is Collection && size <= 1) return toList()
    return toMutableList().apply { sortWith(compareByDescending()) } as List<T>
}

/**
 * Sorts elements in the list in-place according to natural sort order of the value returned by specified [selector] function.
 */
public fun <T : Comparable<T>> MutableList<T>.sortDescending(): Unit {
    sortWith(reverseOrder())
}

/**
 * Returns a list of all elements sorted according to their natural sort order.
 */
public fun <T : Comparable<T>> Iterable<T>.sorted(): List<T> {
    if (this is Collection) {
        if (size <= 1) return this.toList()
        @Suppress("UNCHECKED_CAST")
        return (toTypedArray<Comparable<T>>() as Array<T>).apply { sort() }.asList()
    }
    return toMutableList().apply { sort() }
}
```
Collection<Int>.toIntArray(): IntArray

val result = IntArray(size)
var index = 0
for (element in this)
    result[index++] = element
return result

Returns an array of Long containing all of the elements of this collection.

*Public fun Collection<Long>.toLongArray(): LongArray

val result = LongArray(size)
var index = 0
for (element in this)
    result[index++] = element
return result

Returns an array of Short containing all of the elements of this collection.

*/

Collection<Int>.toIntArray(): IntArray {
    val result = IntArray(size)
    var index = 0
    for (element in this)
        result[index++] = element
    return result
}

/**
 * Returns an array of Long containing all of the elements of the given collection.
 * @param collection the collection
 * @return an array of Long
 */
public fun Collection<Long>.toLongArray(): LongArray {
    val result = LongArray(size)
    var index = 0
    for (element in this)
        result[index++] = element
    return result
}

/**
 * Returns an array of Short containing all of the elements of the given collection.
 * @param collection the collection
 * @return an array of Short
 */
public fun Collection<Short>.toShortArray(): ShortArray {
    val result = ShortArray(size)
    var index = 0
    for (element in this)
        result[index++] = element
    return result
}

/**
 * Returns a [Map] containing key-value pairs provided by [transform] function
 * applied to elements of the given collection.
 * If any of two pairs would have the same key the last one gets added to the map.
 * The returned map preserves the entry iteration order of the original collection.
 * @param collection the collection
 * @param transform the function
 * @return a [Map]
 */
public inline fun <T, K, V> Iterable<T>.associate(transform: (T) -> Pair<K, V>): Map<K, V> {
    val capacity = mapCapacity(collectionSizeOrDefault(10)).coerceAtLeast(16)
    return associateTo(LinkedHashMap<K, V>(capacity), transform)
}

/**
 * Returns a [Map] containing the elements from the given collection indexed
 * by the key returned from [keySelector] function applied to each element.
 * @param collection the collection
 * @param keySelector the function
 * @return a [Map]
 */
public inline fun <T, K> Iterable<T>.associateBy(keySelector: (T) -> K): Map<K, T> {
    val capacity = mapCapacity(collectionSizeOrDefault(10)).coerceAtLeast(16)
    return associateByTo(LinkedHashMap<K, T>(capacity), keySelector)
}

/**
 * Returns a [Map] containing the values provided by [valueTransform] and
 * indexed by [keySelector] functions applied to elements of the given collection.
 * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.
 * The returned map preserves the entry iteration order of the original collection.
 * @param collection the collection
 * @param keySelector the function
 * @param valueTransform the function
 * @return a [Map]
 */
public inline fun <T, K, V> Iterable<T>.associateBy(keySelector: (T) -> K, valueTransform: (T) -> V): Map<K, V> {
    val capacity = mapCapacity(collectionSizeOrDefault(10)).coerceAtLeast(16)
    return associateByTo(LinkedHashMap<K, V>(capacity), keySelector, valueTransform)
}

/**
 * Populates and returns the [destination] mutable map with
 * key-value pairs, where key is provided by the [keySelector] function applied to each element of the given collection
 * and value is the element itself.
 * @param destination the destination
 * @param keySelector the function
 * @param valueTransform the function
 * @return a [Map]
 */
public inline fun <T, K, M : MutableMap<in K, in T>> Iterable<T>.associateByTo(destination: M, keySelector: (T) -> K): M {
    for (element in this)
        destination.put(keySelector(element), element)
    return destination
}

/**
 * Populates and returns the [destination] mutable map with key-value pairs, where key is provided by the [keySelector] function
 * and value is provided by the [valueTransform] function applied to elements of the given collection.
 * @param destination the destination
 * @param keySelector the function
 * @param valueTransform the function
 * @return a [Map]
 */
public inline fun <T, K, V, M : MutableMap<in K, in V>> Iterable<T>.associateByTo(destination: M, keySelector: (T) -> K, valueTransform: (T) -> V): M {
    for (element in this)
        destination.put(keySelector(element), valueTransform(element))
    return destination
}

/**
 * Populates and returns the [destination] mutable map with key-value pairs
 * provided by [transform] function applied to each element of the given collection.
 * If any of two pairs would have the same key the last one gets added to the map.
 * The returned map preserves the entry iteration order of the original collection.
 * @param collection the collection
 * @param transform the function
 * @return a [Map]
 */
public inline fun <T, V> Iterable<T>.associate(transform: (T) -> V): Map<T, V> {
    val capacity = mapCapacity(collectionSizeOrDefault(10)).coerceAtLeast(16)
    return associateTo(LinkedHashMap<T, V>(capacity), transform)
}

/**
 * Populates and returns the [destination] mutable map with key-value pairs
 * provided by [transform] function applied to each element of the given collection.
 * If any of two pairs would have the same key the last one gets added to the map.
 * The returned map preserves the entry iteration order of the original collection.
 * @param collection the collection
 * @param transform the function
 * @return a [Map]
 */
public inline fun <T, V> Iterable<T>.associate(transform: (T) -> V): Map<T, V> {
    val capacity = mapCapacity(collectionSizeOrDefault(10)).coerceAtLeast(16)
    return associateTo(LinkedHashMap<T, V>(capacity), transform)
}

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 * Populates and returns the [destination] mutable map with key-value pairs
 * provided by [transform] function applied to each element of the given collection.
 * If any of two pairs would have the same key the last one gets added to the map.
 * The returned map preserves the entry iteration order of the original collection.
 * @param collection the collection
 * @param transform the function
 * @return a [Map]
 */
public inline fun <T, V> Iterable<T>.associate(transform: (T) -> V): Map<T, V> {
    val capacity = mapCapacity(collectionSizeOrDefault(10)).coerceAtLeast(16)
    return associateTo(LinkedHashMap<T, V>(capacity), transform)
}

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 * Populates and returns the [destination] mutable map with key-value pairs
 * provided by [transform] function applied to each element of the given collection.
 * If any of two pairs would have the same key the last one gets added to the map.
 * The returned map preserves the entry iteration order of the original collection.
 * @param collection the collection
 * @param transform the function
 * @return a [Map]
 */
public inline fun <T, V> Iterable<T>.associate(transform: (T) -> V): Map<T, V> {
    val capacity = mapCapacity(collectionSizeOrDefault(10)).coerceAtLeast(16)
    return associateTo(LinkedHashMap<T, V>(capacity), transform)
}

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 * Populates and returns the [destination] mutable map with key-value pairs
 * provided by [transform] function applied to each element of the given collection.
 * If any of two pairs would have the same key the last one gets added to the map.
 * The returned map preserves the entry iteration order of the original collection.
 * @param collection the collection
 * @param transform the function
 * @return a [Map]
 */
public inline fun <T, V> Iterable<T>.associate(transform: (T) -> V): Map<T, V> {
    val capacity = mapCapacity(collectionSizeOrDefault(10)).coerceAtLeast(16)
    return associateTo(LinkedHashMap<T, V>(capacity), transform)
}

/**
 * Populates and returns the [destination] mutable map with key-value pairs
 * provided by [transform] function applied to each element of the given collection.
 * If any of two pairs would have the same key the last one gets added to the map.
 * The returned map preserves the entry iteration order of the original collection.
 * @param collection the collection
 * @param transform the function
 * @return a [Map]
 */
public inline fun <T, V> Iterable<T>.associate(transform: (T) -> V): Map<T, V> {
    val capacity = mapCapacity(collectionSizeOrDefault(10)).coerceAtLeast(16)
    return associateTo(LinkedHashMap<T, V>(capacity), transform)
}

/**
 * Populates and returns the [destination] mutable map with key-value pairs
 * provided by [transform] function applied to each element of the given collection.
 * If any of two pairs would have the same key the last one gets added to the map.
 * The returned map preserves the entry iteration order of the original collection.
 * @param collection the collection
 * @param transform the function
 * @return a [Map]
 */
public inline fun <T, V> Iterable<T>.associate(transform: (T) -> V): Map<T, V> {
    val capacity = mapCapacity(collectionSizeOrDefault(10)).coerceAtLeast(16)
    return associateTo(LinkedHashMap<T, V>(capacity), transform)
}

/**
 * Populates and returns the [destination] mutable map with key-value pairs
 * provided by [transform] function applied to each element of the given collection.
 * If any of two pairs would have the same key the last one gets added to the map.
 * The returned map preserves the entry iteration order of the original collection.
 * @param collection the collection
 * @param transform the function
 * @return a [Map]
 */
public inline fun <T, V> Iterable<T>.associate(transform: (T) -> V): Map<T, V> {
    val capacity = mapCapacity(collectionSizeOrDefault(10)).coerceAtLeast(16)
    return associateTo(LinkedHashMap<T, V>(capacity), transform)
}

/**
 * Populates and returns the [destination] mutable map with key-value pairs
 * provided by [transform] function applied to each element of the given collection.
 * If any of two pairs would have the same key the last one gets added to the map.
 * The returned map preserves the entry iteration order of the original collection.
 * @param collection the collection
 * @param transform the function
 * @return a [Map]
 */
public inline fun <T, V> Iterable<T>.associate(transform: (T) -> V): Map<T, V> {
    val capacity = mapCapacity(collectionSizeOrDefault(10)).coerceAtLeast(16)
    return associateTo(LinkedHashMap<T, V>(capacity), transform)
}

/**
 * Populates and returns the [destination] mutable map with key-value pairs
 * provided by [transform] function applied to each element of the given collection.
 * If any of two pairs would have the same key the last one gets added to the map.
 * The returned map preserves the entry iteration order of the original collection.
 * @param collection the collection
 * @param transform the function
 * @return a [Map]
 */
public inline fun <T, V> Iterable<T>.associate(transform: (T) -> V): Map<T, V> {
    val capacity = mapCapacity(collectionSizeOrDefault(10)).coerceAtLeast(16)
samples.collections.Collections.Transformations.associateWith

@SinceKotlin("1.3")
public inline fun <K, V> Map<K, V> { fn val result = LinkedHashMap<K, V>(mapCapacity(collectionSizeOrDefault(10)).coerceAtLeast(16)) fn return associateWithTo(result, valueSelector@n) fn return * Appends all elements to the given [destination] mutable map with key-value pairs for each element of the given collection.@n where key is the element itself and value is provided by the [valueSelector] function applied to that key.@n * If any two elements are equal, the last one overwrites the former value in the map.@n * @sample samples.collections.Collections.Transformations.associateWithTo

Iterate@K>.associateWithTo(destination: M, valueSelector: (K) -> V): M { fn return destination@n returns a [MutableMap] filled with all elements of this collection.@n * *fn OptimizeReadOnlyList@n * Returns a [MutableList] filled with all elements of this collection.@n * fn else -> return this.toMutableList().optimizeReadOnlyList() fn return * Append elements to the given [destination] mutable list.@n * @sample samples.collections.Collections.Transformations.flatMap

Iterate@T>.flatMap(transform: (T) -> R): List<R> { fn return flatMapTo(ArrayList<R>(), transform@n) fn return * Append elements yielded from results of [transform] function being invoked on each element of original collection, to the given [destination], mutable list.@n * fn return * Append elements yielded from results of [transform] function being invoked on each element of original collection, to the given [destination], mutable list.@n * fn for (element in this) { fn val list = transform(element) fn return destination@n fn return * Append elements yielded from results of [transform] function being invoked on each element of original collection, to the given [destination], mutable list.@n * fn return * Append elements yielded from results of [transform] function being invoked on each element of original collection, to the given [destination], mutable list.
fun <T, K, M : MutableMap<K, T>, MutableList<T>> Iterable<T>.groupByTo(destination: M, keySelector: (T) -> K): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) {
            ArrayList<T>()
        } list.add(element)
    }
    return destination
}

/**
 * Groups values returned by the [transform] function applied to each element of the original collection
 * by the key returned by the given [keySelector] function applied to the element in this
 * and puts to the [destination] map each group key associated with a list of corresponding values.
 * @return The [destination] map.
 * @sample samples.collections.Collections.Transformations.groupByKeysAndValues
 */
public inline fun <T, K, V, M : MutableMap<K, MutableList<V>>> Iterable<T>.groupByTo(destination: M, keySelector: (T) -> K, valueTransform: (T) -> V): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) {
            ArrayList<V>()
        } list.add(valueTransform(element))
    }
    return destination
}

/**
 * Creates a [Grouping] source from a collection to be used later with one of group-and-fold
 * operations
 * using the specified [keySelector] function to extract a key from each element.
 * @return A [Grouping] source.
 * @sample samples.collections.Collections.Transformations.map
 */
public inline fun <T, K> Iterable<T>.groupingBy(crossinline keySelector: (T) -> K): Grouping<T, K> {
    return object : Grouping<T, K> {
        override fun sourceIterator(): Iterator<T> = this@groupingBy.iterator()
        override fun keyOf(element: T): K = keySelector(element)
    }
}

/**
 * Returns a list containing the results of applying the given [transform] function to each element in the original collection.
 * @return The list.
 * @sample samples.collections.Groups.groupingByEachCount
 */
@SinceKotlin("1.1")
public inline fun <T, R> Iterable<T>.map(transform: (T) -> R): List<R> {
    return mapTo(ArrayList<R>(collectionSizeOrDefault(10)), transform)
}

/**
 * Returns a list containing only the non-null results of applying the given [transform] function to each element and its index in the original collection.
 * @param [transform] function that takes the index of an element and the element itself
 * and returns the result of the transform applied to the element.
 * @return A list.
 * @sample samples.collections.Collections.Transformations.mapNotNull
 */
public inline fun <T, R : Any> Iterable<T>.mapNotNull(transform: (T) -> R?): List<R> {
    return mapNotNullTo(ArrayList<R>(), transform)
}

/**
 * Applies the given [transform] function to each element of the original collection
 * and appends the results to the given [destination].
 * @param [transform] function that takes the index of an element and the element itself
 * and returns the result of the transform applied to the element.
 * @return The list.
 * @sample samples.collections.Collections.Transformations.mapTo
 */
public inline fun <T, R, C : MutableCollection<R>> Iterable<T>.mapTo(destination: C, transform: (T) -> R): C {
    var index = 0
    for (item in this)
        destination.add(transform(checkIndexOverflow(index++), item))
    return destination
}
transform: (T) -> R): C {
    for (item in this)
        destination.add(transform(item))
    return
}

/**
 * Returns a lazy [Iterable] that wraps each element of the original collection
 * into an [IndexedValue] containing the index of that element and the element itself.
 */
public fun <T> Iterable<T>.withIndex(): Iterable<IndexedValue<T>> {
    return this.toMutableSet().toList().mapIndexed { index, item ->
        IndexedValue(index, item)
    }
}

/**
 * Returns a list containing only distinct elements from the given collection.
 * The elements in the resulting list are in the same order as they were in the source collection.
 */
public fun <T> List<T>.distinct(): List<T> {
    return this.toMutableSet().toList()
}

/**
 * Returns a list containing only elements from the given collection with distinct keys returned by the given [selector] function.
 */
public fun <T, K> List<T>.distinctBy(selector: (T) -> K): List<T> {
    val set = HashSet<K>()
    val list = ArrayList<T>()
    for (e in this) {
        val key = selector(e)
        if (set.add(key))
            list.add(e)
    }
    return list
}

/**
 * Returns a set containing all elements that are contained by both this collection and the specified collection.
 */
public infix fun <T> Collection<T>.intersect(other: Collection<T>): Set<T> {
    val set = this.toMutableSet()
    set.retainAll(other)
    return set
}

/**
 * Returns a set containing all elements that are contained by this collection and not contained by the specified collection.
 */
public infix fun <T> Collection<T>.subtract(other: Collection<T>): Set<T> {
    val set = this.toMutableSet()
    set.removeAll(other)
    return set
}

/**
 * Returns a mutable set containing all distinct elements from the given collection.
 */
public fun <T> Collection<T>.toMutableSet(): MutableSet<T> {
    return when (this) {
        is Collection -> LinkedHashSet(this)
        else -> toCollection(LinkedHashSet<T>())
    }
}

/**
 * Returns a set containing all distinct elements from both collections.
 */
public infix fun <T> Collection<T>.union(other: Collection<T>): Set<T> {
    val set = this.toMutableSet()
    set.addAll(other)
    return set
}

/**
 * Returns `true` if all elements match the given [predicate].
 */
public inline fun <T> Iterable<T>.all(predicate: (T) -> Boolean): Boolean {
    if (this is Collection && isEmpty()) return true
    for (element in this)
        if (!predicate(element)) return false
    return true
}

/**
 * Returns `true` if collection has at least one element.
 */
public fun <T> Iterable<T>.any(): Boolean {
    if (this is Collection) return !isEmpty()
    return iterator().hasNext()
}

/**
 * Returns `true` if at least one element matches the given [predicate].
 */
public inline fun <T> Iterable<T>.any(predicate: (T) -> Boolean): Boolean {
    if (this is Collection && isEmpty()) return false
    for (element in this)
        if (predicate(element)) return true
    return false
}

/**
 * Returns the number of elements matching the given [predicate].
 */
public inline fun <T> Iterable<T>.count(predicate: (T) -> Boolean): Int {
    if (this is Collection)
        return size
    var count = 0
    for (element in this)
        if (predicate(element))
            var count = 0
    return count
}

/**
 * Returns the number of elements in this collection.
 */
public fun <T> Collection<T>.count(): Int {
    return size
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from left to right.
 */
public inline fun <T, R> Iterable<T>.fold(initial: R, operation: (acc: R, T) -> R): R {
    var accumulator = initial
    for (element in this)
        accumulator = operation(accumulator, element)
    return accumulator
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from left to right.
 */
public inline fun <T, R> Collection<T>.fold(initial: R, operation: (acc: R, T) -> R): R {
    var accumulator = initial
    for (element in this)
        accumulator = operation(accumulator, element)
    return accumulator
}
right
* to current accumulator value and each element with its index in the original collection.
* @param [operation] function that takes the index of an element, current accumulator value
* and the element itself, and calculates the next accumulator value.
*/

public inline fun <T, R> List<T>.foldRightIndexed(initial: R, operation: (Int, acc: R, T) -> R): R {
    var index = 0
    var max = initial
    while (iterator.hasNext()) {
        val e = iterator.next()
        max = operation(checkIndexOverflow(index++), max, e)
        if (max.isNaN()) return max
    }
    return max
}

/**
 * Returns the largest element or `null` if there are no elements.
 * 
 * If any of elements is `NaN` returns `NaN`.
 */
@SinceKotlin("1.1")
public fun Iterable<Float>.max(): Float? {
    val iterator = iterator()
    if (!iterator.hasNext()) return null
    var max = iterator.next()
    while (iterator.hasNext()) {
        val e = iterator.next()
        if (max.isNaN()) return max
        if (max < e) max = e
    }
    return max
}

/**
 * Returns the largest element or `null` if there are no elements.
 * 
 * If any of elements is `NaN` returns `NaN`.
 */
public fun <T : Comparable<T>> Iterable<T>.max(): T? {
    val iterator = iterator()
    if (!iterator.hasNext()) return null
    var max = iterator.next()
    while (iterator.hasNext()) {
        val e = iterator.next()
        if (max.isNaN()) return max
        if (max < e) max = e
    }
    return max
}

/**
 * Performs the given [action] on each element.
 */
public inline fun <T> Iterable<T>.forEachIndexed(action: (index: Int, T) -> Unit): Unit {
    var index = 0
    for (item in this) action(checkIndexOverflow(index++), item)
}

/**
 * Performs the given [action] on each element.
 */
@kotlin.internal.HidesMembers
public inline fun <T> Iterable<T>.forEach(action: (T) -> Unit): Unit {
    for (element in this) action(element)
}

/**
 * Performs the given [operation] from right to left to each element and
 * calculates the next accumulator value.
 */
public inline fun <T, R> List<T>.foldRightIndexed(initial: R, operation: (T, acc: R) -> R): R {
    var accumulator = operation(checkIndexOverflow(index++), accumulator, element)
    return accumulator
}

Accumulates value starting with [initial] value and applying [operation] from right to left to each element and
and current accumulator value.
*/

public inline fun <T, R> List<T>.foldRight(initial: R, operation: (T, acc: R) -> R): R {
    var accumulator = initial
    while (iterator.hasNext()) {
        val iterator = listIterator(size)
        accumulator = operation(checkIndexOverflow(index++), accumulator, element)
        return accumulator
    }
    return accumulator
}

Accumulates value starting with [initial] value and applying [operation] from right to left to each element and
and current accumulator value.
*/

public inline fun <T, R> List<T>.foldIndexed(initial: R, operation: (Int, acc: R, T) -> R): R {
    var index = 0
    var accumulator = initial
    while (iterator.hasNext()) {
        accumulator = operation(checkIndexOverflow(index++), accumulator, element)
        return accumulator
    }
    return accumulator
}
elements is `NaN` returns `NaN`.

```kotlin
@SinceKotlin("1.1")
public fun Iterable<Float>.min(): Float? {
    val iterator = iterator()
    if (!iterator.hasNext()) return null
    var min = iterator.next()  
    if (min.isNaN()) return c
    while (iterator.hasNext()) {
        var e = iterator.next()
        if (min > e) min = e
    }
    return min
}

/**
 * Returns the smallest element or `null` if there are no elements.
 */
public fun <T : Comparable<T>> Iterable<T>.min(): T? {
    val iterator = iterator()
    if (!iterator.hasNext()) return null
    var min = iterator.next()  
    if (min.isNaN()) return min
    while (iterator.hasNext()) {
        var e = iterator.next()
        if (min > e) min = e
    }
    return min
}

/**
 * Returns the first element yielding the smallest value of the given function or
 * `null` if there are no elements.
 */
public inline fun <T, R : Comparable<R>> Iterable<T>.minBy(selector: (T) -> R): T? {
    val iterator = iterator()
    if (!iterator.hasNext()) return null
    var minElem = iterator.next()  
    if (minElem.isNaN()) return minElem
    var minValue = selector(minElem)
    do {
        var e = iterator.next()  
        var v = selector(e)
        if (minValue > v) {
            minElem = e
            minValue = v
        }
    } while (iterator.hasNext())
    return minElem
}

/**
 * Returns the smallest value according to the provided [comparator] or `null` if there are no elements.
 */
public fun <T, S> Iterable<T>.reduce(operation: (T, S) -> S): S {
    val iterator = this.iterator()
    if (!iterator.hasNext()) throw UnsupportedOperationException("Empty collection can't be reduced.
```
```
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```kotlin
/**
 * Accumulates value starting with last element and applying [operation] from left to right to each element with its index in the original list and current accumulator value.
 * @param [operation] function that takes the index of an element, the element itself, and current accumulator value, and calculates the next accumulator value.
 * @param [accumulator] initial value.
 * @sample samples.collections.Collections.Aggregates.scanReduce
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public inline fun <S, T : S> Iterable<T>.scanReduce(operation: (acc: S, T) -> S): List<S> {
    val iterator = this.iterator()
    if (!iterator.hasNext()) return emptyList()
    var accumulator: S = iterator.next()
    val result = ArrayList<S>(collectionSizeOrDefault(10)).apply { add(accumulator) }
    while (iterator.hasNext()) {
        accumulator = operation(accumulator, iterator.next())
        result.add(accumulator)
    }
    return result
}
```

```kotlin
/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right to each element and current accumulator value that starts with the first element of this collection.
 * @param [operation] function that takes current accumulator value and the element itself, and calculates the next accumulator value.
 * @param [accumulator] initial value.
 * @sample samples.collections.Collections.Aggregates.scanReduce
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public inline fun <S, T : S> Iterable<T>.scanReduce(operation: (acc: S, T) -> S): List<S> {
    val iterator = this.iterator()
    if (!iterator.hasNext()) return emptyList()
    var accumulator: S = iterator.next()
    val result = ArrayList<S>(collectionSizeOrDefault(10)).apply { add(accumulator) }
    while (iterator.hasNext()) {
        accumulator = operation(accumulator, iterator.next())
        result.add(accumulator)
    }
    return result
}
```
accumulator = operation(accumulator, iterator.next())
result.add(accumulator)
return result

*accumulator = operation(accumulator, iterator.next())
result.add(accumulator)
return result

Iterables.scanReduceIndexed(operation: (index: Int, acc: S, T) -> S): List<S>
{ val iterator = this.iterator()
  if (!iterator.hasNext()) return emptyList()
  var accumulator: S = iterator.next()
  val result = ArrayList<S>(collectionSizeOrDefault(10)).apply {
    add(accumulator)
  }
  var index = 1
  while (iterator.hasNext()) {
    accumulator = operation(index++, accumulator, iterator.next())
    result.add(accumulator)
  }
  return result
}

/**
 * Returns a list containing successive accumulation values generated by applying [operation] function from left to right to each element, its index in the original collection and current accumulator value that starts with the first element of this collection.
 * Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list.
 * @param [operation] function that takes the index of an element, current accumulator value `acc` and the element itself, and calculates the next accumulator value.
 * @return result
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public inline fun <S, T : S> Iterable<T>.scanReduceIndexed(operation: (index: Int, acc: S, T) -> S): List<S> {
  var result = emptyList<S>()
  var iterator = this.iterator()
  if (!iterator.hasNext()) return result
  var accumulator: S = iterator.next()
  if (!iterator.hasNext()) return accumulator
  var index = 1
  while (iterator.hasNext()) {
    accumulator = operation(index++, accumulator, iterator.next())
    result.add(accumulator)
  }
  return result
}

/**
 * Returns a list containing successive accumulation values generated by applying [operation] function from left to right to each element, its index in the original collection and current accumulator value that starts with the first element of this collection.
 * Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list.
 * @param [operation] function that takes the index of an element, current accumulator value `acc` and the element itself, and calculates the next accumulator value.
 * @return result
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public inline fun <S, T : S> Iterable<T>.scanReduceIndexed(operation: (index: Int, acc: S, T) -> S): List<S> {
  var result = emptyList<S>()
  var iterator = this.iterator()
  if (!iterator.hasNext()) return result
  var accumulator: S = iterator.next()
  if (!iterator.hasNext()) return accumulator
  var index = 1
  while (iterator.hasNext()) {
    accumulator = operation(index++, accumulator, iterator.next())
    result.add(accumulator)
  }
  return result
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the collection.
 */
public inline fun <T> Iterable<T>.sumBy(selector: (T) -> Int): Int {
  var sum: Int = 0
  for (element in this) {
    sum += selector(element)
  }
  return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the collection.
 */
public inline fun <T> Iterable<T>.sumByDouble(selector: (T) -> Double): Double {
  var sum: Double = 0.0
  for (element in this) {
    sum += selector(element)
  }
  return sum
}

/**
 * Returns an original collection containing all the non-`null` elements, throwing an [IllegalArgument] if there are any `null` elements.
 */
public fun <T : Any> Iterable<T>.requireNoNulls(): Iterable<T> {
  for (element in this) {
    if (element == null) {
      throw IllegalArgumentException("null element found in $this.")
    }
  }
  @Suppress("UNCHECKED_CAST")
  return this as Iterable<T>
}

/**
 * Returns an original collection containing all the non-`null` elements, throwing an [IllegalArgument] if there are any `null` elements.
 */
public fun <T : Any> List<T>.requireNoNulls(): List<T> {
  for (element in this) {
    if (element == null) {
      throw IllegalArgumentException("null element found in $this.")
    }
  }
  @Suppress("UNCHECKED_CAST")
  return this as List<T>
}

/**
 * Splits this collection into a list of lists each not exceeding the given [size].
 */
@SinceKotlin("1.2")
public fun <T> Iterable<T>.chunked(size: Int): List<List<T>> {
  return windowed(size, size, partialWindows = true)
}

/**
 * Splits this collection into several lists each not exceeding the given [size] and applies the given [transform] function to an each.
 * @return list of results of the [transform] applied to an each list.
 * Note that the list passed to the [transform] function is ephemeral and is valid only inside that function.
 * You should not store it or allow it to escape in some way, unless you made a snapshot of it.
 * The last list in the resulting list may have less elements than the given [size].
 */
@SinceKotlin("1.2")
public fun <T, R> Iterable<T>.chunked(size: Int, transform: (List<T>) -> R): List<R> {
  return windowed(size, size, partialWindows = true, transform = transform)
}

/**
 * Returns a list containing all elements of the original collection without the first occurrence of the given [element].
 */
public operator fun <T> Iterable<T>.minus(element: T): List<T> {
  val result = ArrayList<T>(collectionSizeOrDefault(10))
  var removed = false
  return this.filterTo(result) {
    if (!removed && it == element) {
      removed = true
      false
    } else true
  }
}

/**
 * Returns a list containing all elements of the original collection except the elements contained in the given [elements] array.
 */
public operator fun <T> Iterable<T>.minus(elements: Array<out T>): List<T> {
  if (elements.isEmpty()) throw IllegalArgumentException("Array has no elements.")
  return this.filterNot { it in elements }
}

/**
 * Splits this collection into a list of lists each not exceeding the given [size].
 * The last list may have less elements than the given [size].
 * @param size the number of elements to take in each list, must be positive and can be greater than the number of elements in this collection.
 */
operator fun <T> Iterable<T>.minus(element: T): List<T> {
  val result = ArrayList<T>(collectionSizeOrDefault(10))
  var removed = false
  return this.filterTo(result) {
    if (!removed && it == element) {
      removed = true
      false
    } else true
  }
}

public fun <T> List<T>.requireNoNulls(): List<T> {
  for (element in this) {
    if (element == null) {
      throw IllegalArgumentException("null element found in $this.")
    }
  }
  @Suppress("UNCHECKED_CAST")
  return this as List<T>
}

/**
 * Returns a list containing all elements of the original collection without the first occurrence of the given [element].
 */
public fun <T> Iterable<T>.minus(element: T): List<T> {
  val result = ArrayList<T>(collectionSizeOrDefault(10))
  var removed = false
  return this.filterTo(result) {
    if (!removed && it == element) {
      removed = true
      false
    } else true
  }
}

/**
 * Returns a list containing all elements of the original collection except the elements contained in the given [elements] array.
 */
public operator fun <T> Iterable<T>.minus(elements: Array<out T>): List<T> {
  if (elements.isEmpty()) throw IllegalArgumentException("Array has no elements.")
  return this.filterNot { it in elements }
}

/**
 * Splits this collection into a list of lists each not exceeding the given [size].
 * The last list may have less elements than the given [size].
 * @param size the number of elements to take in each list, must be positive and can be greater than the number of elements in this collection.
 */
operator fun <T> Iterable<T>.minus(element: T): List<T> {
  val result = ArrayList<T>(collectionSizeOrDefault(10))
  var removed = false
  return this.filterTo(result) {
    if (!removed && it == element) {
      removed = true
      false
    } else true
  }
}

/**
 * Returns a list containing all elements of the original collection without the first occurrence of the given [element].
 */
public fun <T> Iterable<T>.minus(element: T): List<T> {
  val result = ArrayList<T>(collectionSizeOrDefault(10))
  var removed = false
  return this.filterTo(result) {
    if (!removed && it == element) {
      removed = true
      false
    } else true
  }
}

/**
 * Returns a list containing all elements of the original collection except the elements contained in the given [elements] array.
 */
public operator fun <T> Iterable<T>.minus(element: T): List<T> {
  val result = ArrayList<T>(collectionSizeOrDefault(10))
  var removed = false
  return this.filterTo(result) {
    if (!removed && it == element) {
      removed = true
      false
    } else true
  }
}

/**
 * Returns a list containing all elements of the original collection without the first occurrence of the given [element].
 */
public fun <T> Iterable<T>.minus(element: T): List<T> {
  val result = ArrayList<T>(collectionSizeOrDefault(10))
  var removed = false
  return this.filterTo(result) {
    if (!removed && it == element) {
      removed = true
      false
    } else true
  }
}
the original collection except the elements contained in the given [elements] sequence.

public operator fun <T> Iterable<T>.minus(elements: Iterable<T>): List<T> {
    val other = elements.convertToSetForSetOperationWith(this)
    if (other.isEmpty())
        return this.toList()
    return this.filterNot { it in other }
}

/**
 * Returns a list containing all elements of the original collection except the elements contained in the given [elements] sequence.
 * 
 * The [elements] sequence may be converted to a [HashSet] to speed up the operation, thus the elements are required to have a correct and stable implementation of `hashCode()` that doesn't change between successive invocations.
 * 
 */
public operator fun <T> Iterable<T>.minus(elements: Sequence<T>): List<T> {
    val other = elements.toHashSet()
    if (other.isEmpty())
        return this.toList()
    return this.filterNot { it in other }
}

/**
 * Returns a list containing all elements of the original collection except the first occurrence of the given [element].
 * 
 */
@kotlin.internal.InlineOnly
public inline fun <T> Iterable<T>.minusElement(element: T): List<T> {
    return minus(element)
}

/**
 * Splits the original collection into pair of lists, where *first* list contains elements for which [predicate] yielded `true`, while *second* list contains elements for which [predicate] yielded `false`.
 * 
 */
public inline fun <T> Iterable<T>.partition(predicate: (T) -> Boolean): Pair<List<T>, List<T>> {
    val first = ArrayList<T>()
    val second = ArrayList<T>()
    for (element in this) {
        if (predicate(element)) {
            first.add(element)
        } else {
            second.add(element)
        }
        return Pair(first, second)
    }
    return Pair(first, second)
}

/**
 * Returns a list containing all elements of the original collection and then the given [element].
 */
public operator fun <T> Iterable<T>.plus(element: T): List<T> {
    if (this is Collection) return this.plus(element)
    val result = ArrayList<T>()
    result.addAll(this)
    result.add(element)
    return result
}

/**
 * Returns a list containing all elements of the original collection and then the given [elements] array.
 */
public operator fun <T> Iterable<T>.plus(elements: Array<out T>): List<T> {
    if (this is Collection) return this.plus(elements)
    val result = ArrayList<T>()
    result.addAll(this)
    result.addAll(elements)
    return result
}

/**
 * Returns a list containing all elements of the original collection and then the given [elements] collection.
 */
public operator fun <T> Iterable<T>.plus(elements: Iterable<T>): List<T> {
    if (this is Collection) return this.plus(elements)
    val result = ArrayList<T>()
    result.addAll(this)
    result.addAll(elements)
    return result
}

/**
 * Returns a list containing all elements of the original collection and then the given [elements] sequence.
 */
public operator fun <T> Iterable<T>.plus(elements: Sequence<T>): List<T> {
    val result = ArrayList<T>()
    result.addAll(this)
    result.addAll(elements)
    return result
}
<T> Collection<T>.plusElement(element: T): List<T> {\n  return plus(element)\n}\n/**
 * Returns a list of snapshots of the window of the given [size] sliding along this collection with the given [step], where each snapshot is a list. Several last lists may have less elements than the given [size]. Both [size] and [step] must be positive and can be greater than the number of elements in this collection.\n  @param size the number of elements to take in each window\n  @param step the number of elements to move the window forward by on each step, by default 1\n  \n  \n  Collection<T>.plusElement(element: T): List<T> {\n    \n  }

/**
 * Collection<T>.plusElement(element: T): List<T> {\n  \n  }

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 * Collection<T>.plusElement(element: T): List<T> {\n  \n  }

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/**
 * Collection<T>.plusElement(element: T): List<T> {\n  \n  }

*/
list has length of the shortest collection.

samples.collections.Iterables.Operations.zipIterateWithTransform
*/

public inline fun <T, R, V>
Iterable<T>.zip(other: Iterable<R>, transform: (a: T, b: R) -> V): List<V> {
    val first = iterator()
    val second = other.iterator()
    val list = ArrayList<V>(minOf(collectionSizeOrDefault(10),
        other.collectionSizeOrDefault(10)))
    while (first.hasNext() && second.hasNext()) {
        list.add(transform(first.next(), second.next()))
    }
    return list
}

/**
 * Returns a list containing the results of applying the given transform function to each pair of two adjacent elements in this collection. The returned list is empty if this collection contains less than two elements.

samples.collections.Collections.Transformations.zipWithNext
*/

public fun <T> Iterable<T>.zipWithNext(): List<Pair<T, T>> {
    return zipWithNext { a, b -> a to b }
}

/**
 * Returns a list containing the results of applying the given transform function to each pair of two adjacent elements in this collection. The returned list is empty if this collection contains less than two elements.

samples.collections.Collections.Transformations.zipWithNextToFindDeltas
*/

public inline fun <T, R> Iterable<T>.zipWithNext(transform: (a: T, b: T) -> R): List<R> {
    var current = iterator().next()
    while (iterator.hasNext()) {
        val next = iterator.next()
        current = next
        result.add(transform(current, next))
    }
    return result
}

/**
 * Appends the string from all the elements separated using separator and using the given prefix and postfix if supplied. Returns a non-negative value of [limit], in which case only the first [limit] elements will be appended, followed by the [truncated] string (which defaults to "...").

samples.collections.Collections.Transformations.joinTo
*/

public fun <T, A : Appendable>
Iterable<T>.joinTo(buffer: A, separator: CharSequence = ", ", prefix: CharSequence = "", postfix: CharSequence = "", limit: Int = -1, truncated: CharSequence = "...", transform: ((T) -> CharSequence)? = null): A {
    buffer.append(prefix)
    var count = 0
    for (element in this) {
        if (++count > 1) buffer.append(separator)
        if (limit < 0 || count <= limit) {
            buffer.appendElement(element, transform)
        } else break
    }
    if (limit >= 0 && count > limit) buffer.append(truncated)
    buffer.append(postfix)
    return buffer
}

/**
 * Creates a string from all the elements separated using separator and using the given prefix and postfix if supplied. Returns this collection as an [Iterable].

samples.collections.Collections.Transformations.joinToString
*/

public fun <T> Iterable<T>.joinToString(separator: CharSequence = ", ", prefix: CharSequence = "", postfix: CharSequence = ", ", limit: Int = -1, truncated: CharSequence = "...", transform: ((T) -> CharSequence)? = null): String {
    return joinTo(StringBuilder(), separator, prefix, postfix, limit, truncated, transform).toString()
}

/**
 * Returns this collection as an [Iterable].

samples.collections.Collections.asIterable
*/

public inline fun <T> Iterable<T>.asIterable(): Iterable<T> {
    return this
}

/**
 * Creates a [Sequence] instance that wraps the original collection returning its elements when being iterated.

samples.collections.Sequences.asSequence
*/

public fun <T> Iterable<T>.asSequence(): Sequence<T> {
    return Sequence { this.iterator() }
}

/**
 * Creates a [Sequence] instance that wraps the original collection returning its elements when being iterated.

samples.collections.Sequences.joinToSequence
*/

public fun <T> Iterable<T>.joinToSequence(buffer: StringBuilder, separator: CharSequence = ", ", prefix: CharSequence = "", postfix: CharSequence = "", limit: Int = -1, truncated: CharSequence = "...", transform: ((T) -> CharSequence)? = null): StringBuilder {
    buffer.append(prefix)
    var count = 0
    for (element in this) {
        if (++count > 1) buffer.append(separator)
        if (limit < 0 || count <= limit) {
            buffer.appendElement(element, transform)
        } else break
    }
    if (limit >= 0 && count > limit) buffer.append(truncated)
    buffer.append(postfix)
    return buffer
}

/**
 * Returns an average value of elements in the collection.

samples.collections.Collections.Averages.averageOfByte
*/

public fun Iterable<Byte>.average(): Double {
    var sum = 0.0
    var count = 0
    for (element in this) {
        sum += element
        checkCountOverflow(++count)
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the collection.

samples.collections.Collections.Averages.averageOfShort
*/

public fun Iterable<Short>.average(): Double {
    var sum = 0.0
    var count = 0
    for (element in this) {
        sum += element
        checkCountOverflow(++count)
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the collection.

samples.collections.Collections.Averages.averageOfInt
*/

public fun Iterable<Int>.average(): Double {
    var sum = 0.0
    var count = 0
    for (element in this) {
        sum += element
        checkCountOverflow(++count)
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the collection.

samples.collections.Collections.Averages.averageOfLong
*/

public fun Iterable<Long>.average(): Double {
    var sum = 0.0
    var count = 0
    for (element in this) {
        sum += element
        checkCountOverflow(++count)
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the collection.

samples.collections.Collections.Averages.averageOfFloat
*/

public fun Iterable<Float>.average(): Double {
    var sum = 0.0
    var count = 0
    for (element in this) {
        sum += element
        checkCountOverflow(++count)
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the collection.

samples.collections.Collections.Averages.averageOfDouble
*/

public fun Iterable<Double>.average(): Double {
    var sum = 0.0
    var count = 0
    for (element in this) {
        sum += element
        checkCountOverflow(++count)
    }
    return if (count == 0) Double.NaN else sum / count
}
collection

*\@kotlin.jvm.JvmName("averageOfLong\")\npublic fun Iterable<\Long\>.average(): Double {\n  var sum: Double = 0.0\n  var count: Int = 0\n  for (element in this) {\n    sum += element\n  }\n  return if (count == 0) Double.NaN else sum / count\n}

*\@kotlin.jvm.JvmName("averageOfFloat\")\npublic fun Iterable<Float>.average(): Double {\n  var sum: Double = 0.0\n  var count: Int = 0\n  for (element in this) {\n    sum += element\n  }\n  return if (count == 0) Double.NaN else sum / count\n}

*\@kotlin.jvm.JvmName("averageOfDouble\")\npublic fun Iterable<Double>.average(): Double {\n  var sum: Double = 0.0\n  var count: Int = 0\n  for (element in this) {\n    sum += element\n  }\n  return if (count == 0) Double.NaN else sum / count\n}

*\@kotlin.jvm.JvmName("sumOfByte\")\npublic fun Iterable<Byte>.sum(): Int {\n  var sum: Int = 0\n  for (element in this) {\n    sum += element\n  }\n  return sum\n}

*\@kotlin.jvm.JvmName("sumOfShort\")\npublic fun Iterable<Short>.sum(): Int {\n  var sum: Int = 0\n  for (element in this) {\n    sum += element\n  }\n  return sum\n}

*\@kotlin.jvm.JvmName("sumOfInt\")\npublic fun Iterable<Int>.sum(): Int {\n  var sum: Int = 0\n  for (element in this) {\n    sum += element\n  }\n  return sum\n}

*\@kotlin.jvm.JvmName("sumOfLong\")\npublic fun Iterable<Long>.sum(): Long {\n  var sum: Long = 0\n  for (element in this) {\n    sum += element\n  }\n  return sum\n}

*\@kotlin.jvm.JvmName("sumOfFloat\")\npublic fun Iterable<Float>.sum(): Float {\n  var sum: Float = 0.0f\n  for (element in this) {\n    sum += element\n  }\n  return sum\n}

*\@kotlin.jvm.JvmName("sumOfDouble\")\npublic fun Iterable<Double>.sum(): Double {\n  var sum: Double = 0.0\n  for (element in this) {\n    sum += element\n  }\n  return sum\n}

*\@kotlin.jvm.JvmName("naturalOrder\")\nimport kotlin.random.Random

/** Returns an array if it’s not ‘null’, or an empty array otherwise. */\n*\@kotlin.internal.InlineOnly\npublic actual inline fun <T> Array<out \T\>?.orEmpty(): Array<out T> = this ?: emptyArray<T>()

@JsName("copyToArray")\n@PublishedApi\ninternal fun <T> copyToArrayImpl(collection: Collection<*>): Array<Any?> {\n    val array = emptyArray<Any?>()\n    val iterator = collection.iterator()\n    while (iterator.hasNext()) {\n        array[index++] = iterator.next()\n    }\n    if (index < array.size) {\n        array[index] = null\n    }\n    return array\n}

/**\n * Returns an immutable list containing only the specified object [element].\n */\npublic fun <T> List<T>.listOf(element: T): List<T> = arrayListOf(element)

/**\n * Returns an immutable set containing only the specified object [element].\n */\npublic fun <T> Set<T>.setOf(element: T): Set<T> = HashSet<T>(element)

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this list.

* See: https://en.wikipedia.org/wiki/Fisher%E2%80%93Yates_shuffle#The_modern_algorithm

* Returns a new list with the elements of this list randomly shuffled.

* * Sorts elements in the list in-place according to their natural sort order.

* The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.

* * Sorts actual public fun <T> MutableList<T>.sort(): Unit

* * The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.

* * * * Sorts actual public fun <T> Iterable<T>.shuffled(): List<T> = toMutableList().apply { shuffle() }*/

@SinceKotlin("1.2")
public actual fun <T> MutableList<T>.shuffle(): Unit = shuffle(Random)

/**
 * Returns a new list with the elements of this list randomly shuffled.
 */
@SinceKotlin("1.2")
public actual fun <T> Iterable<T>.shuffled(): List<T> = toMutableList().apply { shuffle() }

/**
 * Sorts elements in the list in-place according to the order specified with [comparator].
 * The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.
 */
public actual fun <T : Comparable<T>> MutableList<T>.sort(): Unit {
    collectionsSort(this, naturalOrder())
}

/**
 * Sorts elements in the list in-place according to the order specified with 
 * [comparator]. The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.
 */
public actual fun <T> MutableList<T>.sortWith(comparator: Comparator<in T>): Unit {
    collectionsSort(this, comparator)
}

private fun <T> collectionsSort(list: MutableList<T>, comparator: Comparator<in T>) {
    if (list.size <= 1) return

    val array = copyToArray(list)
    sortArrayWith(array, comparator)

    for (i in 0 until array.size) {
        list[i] = array[i]
    }
}

internal actual fun <T> arrayOfNulls(reference: Array<T>, size: Int): Array<T> {
    return arrayOfNulls<Any>(size).unsafeCast<Array<T>>()
}

@SinceKotlin("1.3")
@PublishedApi
@JsName("arrayCopy")
internal fun <T> arrayCopy(source: Array<out T>, destination: Array<in T>, destinationOffset: Int, startIndex: Int, endIndex: Int) {
    AbstractList.checkRangeIndexes(startIndex, endIndex, source.size) val rangeSize = endIndex - startIndex
    AbstractList.checkRangeIndexes(destinationOffset, destinationOffset + rangeSize, destination.size) if (js("ArrayBuffer").isView(destination) &&

    js("ArrayBuffer").isView(source))
        val subrange = source.asDynamic().subarray(startIndex, endIndex)
    destination.asDynamic().set(subrange, destinationOffset)

    else {
        if (source != destination)
            destinationOffset += startindex
        for (i in index in 0 until rangeSize)
            destination[destinationOffset + index] = source[startIndex + index]

        destination[destinationOffset + index] = source[startIndex + index]
    }
}

@Suppress("NOTHING_TO_INLINE")
internal actual inline fun <K, V> Map<K, V>.toSingletonMapOrSelf(): Map<K, V> = this

@Suppress("NOTHING_TO_INLINE")
internal actual inline fun <K, V> Map<out K, V>.toSingletonMap(): Map<K, V> = this

/**
 * Returns the given iterator itself. This allows to use an instance of iterator in a `for`
 * loop.
 */
@sample samples.collections.Enumerators.iterator
public inline operator fun <T> Iterator<T>.iterator(): Iterator<T> = this

/**
 * Returns an [Iterator] that wraps each element produced
 * by the original iterator into an [IndexedValue] containing the index of that element and the element itself.
 */
@sample samples.collections.Enumerators.withIndex
public fun <T> Iterator<T>.withIndex(): Iterator<IndexedValue<T>> = IndexingIterator(this)

/**
 * Performs the given [operation] on each element of
 * this [Iterable].
 */
@sample samples.collections.Enumerators.forEach
public inline fun <T> Iterable<T>.forEach(operation: (T) -> Unit): Unit {
    for (element in this) operation(element)
}

/**
 * Checks a collection builder function capacity argument.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@PublishedApi
internal actual fun checkBuilderCapacity(capacity: Int) {
    require(capacity >= 0) { "capacity must be non-negative." }
}
Iterator transforming original `iterator` into iterator of `[IndexedValue]`, counting index from zero.

```kotlin
internal class IndexingIterator<out T>(private val iterator: Iterator<T>) : Iterator<IndexedValue<T>> {
    private var index = 0
    final override fun hasNext(): Boolean = iterator.hasNext()
    final override fun next(): IndexedValue<T> = IndexedValue(checkIndexOverflow(index++), iterator.next())
}
```

---

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Iterator transforming original `iterator` into iterator of `[IndexedValue]`, counting index from zero.

```kotlin
internal class IndexingIterator<out T>(private val iterator: Iterator<T>) : Iterator<IndexedValue<T>> {
    private var index = 0
    final override fun hasNext(): Boolean = iterator.hasNext()
    final override fun next(): IndexedValue<T> = IndexedValue(checkIndexOverflow(index++), iterator.next())
}
```

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Jar/Module: `com.kum.cake` package

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Jar/Module: `com.kum.cake` package

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forall T: T -> Boolean, let predicate = T -> Boolean; T? { val iterator = iterator(); var count = 0; while (iterator.hasNext()) { var element = iterator.next(); if (index == count++) return element; } return null }
var last = iterator.next() while (iterator.hasNext())
    last = iterator.next() return last

@Suppress("UNCHECKED_CAST")
@Throws(NoSuchElementException::class)
fun <T> Sequence<T>.lastOrNull(): T? {
    val iterator = iterator()
    if (!iterator.hasNext())
        return null
    var last = iterator.next()
    while (iterator.hasNext())
        last = iterator.next()
    return last
}

/**
 * Returns the single element matching the given [predicate], or 'null' if no such element was found.
 * The operation is _terminal_.
 */
public inline fun <T> Sequence<T>.singleOrNull(predicate: (T) -> Boolean): T? {
    var single: T? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) return null
            single = element
            found = true
        }
    }
    if (!found) return null
    @Suppress("UNCHECKED_CAST")
    return single as T
}

/**
 * Returns a sequence containing all elements except first 
 * elements that satisfy the given [predicate].
 * The operation is _intermediate_ and _stateless_.
 */
public fun <T> Sequence<T>.dropWhile(predicate: (T) -> Boolean): Sequence<T> {
    return DropWhileSequence(this, predicate)
}

/**
 * Returns a sequence containing all elements matching the given [predicate], or 'null' if no such element was found.
 * The operation is _terminal_.
 */
public fun <T> Sequence<T>.singleOrNull(predicate: (T) -> Boolean): T? {
    var single: T? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) return null
            single = element
            found = true
        }
    }
    if (!found) return null
    @Suppress("UNCHECKED_CAST")
    return single as T
}

/**
 * Returns a sequence containing all elements except first elements that satisfy the given [predicate].
 * The operation is _intermediate_ and _stateless_.
 */
public fun <T> Sequence<T>.drop(n: Int): Sequence<T> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return when {
        n == 0 -> this
        this is DropTakeSequence -> this.drop(n)
        else -> DropSequence(this, n)
    }
}

/**
 * Returns a sequence containing all elements except first elements that satisfy the given [predicate].
 * The operation is _intermediate_ and _stateless_.
 */
public fun <T> Sequence<T>.single(predicate: (T) -> Boolean): T {
    var single: T? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) throw IllegalArgumentException("Sequence contains more than one matching element.")
            single = element
            found = true
        }
    }
    if (!found) throw NoSuchElementException("Sequence contains no element matching the predicate.")
    @Suppress("UNCHECKED_CAST")
    return single as T
}

/**
 * Returns a sequence containing all elements except first elements that satisfy the given [predicate].
 * The operation is _intermediate_ and _stateless_.
 */
public fun <T> Sequence<T>.singleOrNull(predicate: (T) -> Boolean): T? {
    var single: T? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) return null
            single = element
            found = true
        }
    }
    if (!found) return null
    @Suppress("UNCHECKED_CAST")
    return single as T
}

/**
 * Returns a sequence containing all elements except first elements that satisfy the given [predicate].
 * The operation is _intermediate_ and _stateless_.
 */
public fun <T> Sequence<T>.singleOrNull(predicate: (T) -> Boolean): T? {
    var single: T? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) return null
            single = element
            found = true
        }
    }
    if (!found) return null
    @Suppress("UNCHECKED_CAST")
    return single as T
}

/**
 * Returns a sequence containing all elements except first elements that satisfy the given [predicate].
 * The operation is _intermediate_ and _stateless_.
 */
public fun <T> Sequence<T>.singleOrNull(predicate: (T) -> Boolean): T? {
    var single: T? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) return null
            single = element
            found = true
        }
    }
    if (!found) return null
    @Suppress("UNCHECKED_CAST")
    return single as T
}

/**
 * Returns a sequence containing all elements except first elements that satisfy the given [predicate].
 * The operation is _intermediate_ and _stateless_.
 */
public fun <T> Sequence<T>.singleOrNull(predicate: (T) -> Boolean): T? {
    var single: T? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) return null
            single = element
            found = true
        }
    }
    if (!found) return null
    @Suppress("UNCHECKED_CAST")
    return single as T
}

/**
 * Returns a sequence containing all elements except first elements that satisfy the given [predicate].
 * The operation is _intermediate_ and _stateless_.
 */
public fun <T> Sequence<T>.singleOrNull(predicate: (T) -> Boolean): T? {
    var single: T? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) return null
            single = element
            found = true
        }
    }
    if (!found) return null
    @Suppress("UNCHECKED_CAST")
    return single as T
}
element and the element itself * and returns the result of predicate evaluation on the element.
 *
 * The operation is _intermediate_ and _stateless_ * *public* fun <T> Sequence<T>.filterIndexed(predicate: (index: Int, T) -> Boolean): Sequence<T> {
    return TransformingSequence(FilteringSequence(IndexingSequence(this), true, { predicate(it.index, it.value) }), { it.value })
} /* Append all elements matching the given [predicate] to the given [destination].
 * @param
 * [predicate] function that takes as the input an index and the element itself * and returns the result of predicate
 * evaluation on the element.
 */
public fun <T> Sequence<T>.filterIndexed(predicate: (index: Int, T) -> Boolean): Sequence<T> {
    // TODO: Rewrite with generalized MapFilterIndexedSequence
    return
}

/**
 * Appends all elements matching the given 
 * [predicate] to the given 
 * [destination].
 * @param
 * [predicate] function that takes as the input an index and the element itself * and returns the result of predicate
 * evaluation on the element.
 */
public fun <T> Sequence<T>.filterNot(predicate: (T) -> Boolean): Sequence<T> {
    return FilteringSequence(this, false, predicate)
}

/**
 * Returns a sequence containing all elements that are instances of specified type parameter
 * R.
 * The operation is _intermediate_ and _stateless_ * *public* fun <T> Sequence<T>.filterIsInstance(): Sequence<T>
 */
public inline fun <T> Sequence<T>.filterIsInstance(): Sequence<T> {
    return filterNot { it == null }
}

/**
 * Returns a sequence containing all elements that are not `null`.
 * The operation is _intermediate_ and _stateless_ * *public* fun <T> Sequence<T>.filterNotNull(): Sequence<T>
 */
public fun <T> Sequence<T>.filterNotNull(): Sequence<T> {
    return filterNot { it == null }
}

/**
 * Returns a sequence containing first 
 * [n] elements.
 * The operation is _intermediate_ and _stateless_ * *public* fun <T> Sequence<T>.take(n: Int): Sequence<T>
 */
public fun <T> Sequence<T>.take(n: Int): Sequence<T> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return when {
        n == 0 -> emptySequence()
        this is DropTakeSequence -> this.take(n)
        else -> TakeSequence(this, n)
    }
}

/**
 * Returns a sequence containing first elements satisfying the given 
 * [predicate].
 * The operation is _intermediate_ and _stateless_ * *public* fun <T> Sequence<T>.takeWhile(predicate: (T) -> Boolean): Sequence<T>
 */
public fun <T> Sequence<T>.takeWhile(predicate: (T) -> Boolean): Sequence<T> {
    return TakeWhileSequence(this, predicate)
}

/**
 * Returns a sequence that yields elements of this sequence sorted
 * according to their natural sort order.
 * The sort is _stable_.
 * It means that equal elements preserve their order relative to each other after sorting.
 */
public fun <T : Comparable<T>> Sequence<T>.sorted(): Sequence<T> {
    return object : Sequence<T> {
        override fun iterator(): Iterator<T> {
            val sortedList = this@sorted.toMutableList()
            sortedList.sort()
            return sortedList.iterator()
        }
    }
}

/**
 * Returns a sequence that yields elements of this sequence sorted
 * according to natural sort order of the value returned by specified [selector] function.
 * The sort is _stable_.
 * It means that equal elements preserve their order relative to each other after sorting.
 */
public fun <T : Any> Sequence<T>.sorted(selector: (T) -> Any): Sequence<T> {
    return sortWith<Comparator<T>>(selector)
is _intermediate_ and _stateful_.

```kotlin
is_intermediate_ and_stateful_\n
/**
 * Returns a sequence that yields elements of this sequence sorted descending according to natural sort order of the value returned by specified [selector] function.
 * The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.
 * The operation is _intermediate_ and _stateful_.
 */
public inline fun <T, R : Comparable<R>>
    Sequence<T>.sortedDesc<br>
    return sortedDesc<br>
    return sortedDesc<br>
```

```kotlin
/**
 * Returns a sequence that yields elements of this sequence sorted according to their natural sort order.
 * The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.
 * The operation is _intermediate_ and _stateful_.
 */
public inline fun <T, R : Comparable<R>>
    Sequence<T>.sorted<br>
    return sorted<br>
```
valueTransform(element))

} return destination
}

/**
 * Populates and returns the [destination] mutable map with key-value pairs produced by [transform] function applied to each element of the given sequence.
 * If any of two pairs would have the same key the last one gets added to the map.
 * The operation is _terminal_.
 * Returns a [Map] where keys are elements from the given sequence and values are * produced by the [valueTransform] function applied to each element.
 * If any two elements are equal, the last one gets added to the map.
 * The returned map preserves the entry iteration order of the original sequence.
 */

public fun <T, K, V, M : MutableMap<in K, V>> Sequence<T>.associateTo(destination: M, transform: (T) -> Pair<K, V>): M {
    for (element in this) {
        destination += transform(element)
    }
    return destination
}

/**
 * Populates and returns the [destination] mutable map with key-value pairs for each element of the given sequence.
 * where key is the element itself and value is provided by the [valueSelector] function applied to that key.
 * If any two elements are equal, the last one overwrites the former value in the map.
 * The operation is _terminal_.
 */

public fun <T, K, V, M : MutableMap<in K, in V>> Sequence<T>.associateTo(destination: M, valueSelector: (T) -> Pair<K, V>): M {
    for (element in this) {
        destination += valueSelector(element)
    }
    return destination
}

/**
 * Appends all elements to the given [destination] collection.
 * The operation is _terminal_.
 */

public fun <T, C : MutableCollection<in T>> Sequence<T>.toCollection(destination: C): C {
    for (item in this) {
        destination.add(item)
    }
    return destination
}

/**
 * Returns a [HashSet] of all elements.
 * The operation is _terminal_.
 */

public fun <T> Sequence<T>.toHashSet(): HashSet<T> {
    return toCollection(HashSet<T>())
}

/**
 * Returns a [List] containing all elements.
 * The operation is _terminal_.
 */

public fun <T> Sequence<T>.toList(): List<T> {
    return this.toMutableList().optimizeReadOnlyList()
}

/**
 * Returns a [MutableList] filled with all elements of this sequence.
 * The operation is _terminal_.
 */

public fun <T> Sequence<T>.toMutableList(): MutableList<T> {
    return toCollection(ArrayList<T>())
}

/**
 * Returns a single sequence of all elements from results of [transform] function being invoked on each element of original sequence.
 * The operation is _intermediate_ and _stateless_.
 */

public fun <T, R> Sequence<T>.flatMap(transform: (T) -> Sequence<R>): Sequence<R> {
    return FlatteningSequence(this, transform, { it.iterator() })
}

/**
 * Appends all elements yielded from results of [transform] function being invoked on each element of original sequence, to the given [destination].
 * The operation is _terminal_.
 */

public inline fun <T, R, C : MutableCollection<in R>> Sequence<T>.flatMapTo(destination: C, transform: (T) -> Sequence<R>): C {
    for (element in this) {
        val list = transform(element)
        destination.addAll(list)
    }
    return destination
}

/**
 * Groups elements of the original sequence by the key returned by the given [keySelector] function applied to each element and returns a map where each group key is associated with a list of corresponding elements.
 * The operation is _terminal_.
 */

public inline fun <T, K> Sequence<T>.groupBy(keySelector: (T) -> K): Map<K, List<T>> {
    return groupByTo(LinkedHashMap<K, MutableList<T>?>(), keySelector)
}

/**
 * Groups values returned by the [valueTransform] function applied to each element of the original sequence
 * by the key returned by the given [keySelector] function applied to each element and returns a map where each group key is associated with a list of corresponding values.
 * The operation is _terminal_.
 */


operation is _terminal_.

samples.Collections.Collections.Transformations.groupByKeysAndValues

/**
 * Groups elements of the original sequence by the key returned by the given [keySelector] function
 * applied to each element and puts to the [destination] map each group key associated with a list of corresponding elements.
 * The operation is _terminal_.
 */
public inline fun <T, K, V, M : MutableMap<in K, MutableList<V>>> Sequence<T>.groupByTo(destination: M, keySelector: (T) -> K, valueTransform: (T) -> V): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) { ArrayList<V>() }
        list.add(valueTransform(element))
    }
    return destination
}

/**
 * Creates a [Grouping] source from a sequence to be used later with one of group-and-fold operations
 * using the specified [keySelector] function to extract a key from each element.
 * The operation is _intermediate_ and _stateless_.
 */
@SinceKotlin("1.1")
public inline fun <T, K> Sequence<T>.groupingBy(crossinline keySelector: (T) -> K): Grouping<T, K> {
    return object : Grouping<T, K> {
        override fun sourceIterator(): Iterator<T> = this@groupingBy.iterator()
        override fun keyOf(element: T): K = keySelector(element)
    }
}

/**
 * Returns a sequence containing the results of applying the given [transform] function to each element in the original sequence.
 * The operation is _intermediate_ and _stateless_.
 */
public fun <T, R> Sequence<T>.map(transform: (T) -> R): Sequence<R> {
    return TransformingSequence(this, transform)
}

/**
 * Returns a sequence containing the results of applying the given [transform] function to each element and its index in the original sequence.
 * @param [transform] function that takes the index of an element and the element itself
 * and returns the result of the transform applied to the element.
 * The operation is _intermediate_ and _stateless_.
 */
public fun <T, R, C : MutableCollection<in R>> Sequence<T>.mapIndexed(transform: (index: Int, T) -> R): C {
    var index = 0
    for (item in

TransformingIndexedSequence(this, transform).filterNotNull().filterNotNull()

/**
 * Applies the given [transform] function to each element and its index in the original sequence
 * and appends only the non-null results to the given [destination].
 * The operation is _terminal_.
 */
public inline fun <T, R, C : MutableCollection<in R>> Sequence<T>.mapIndexedTo(destination: C, transform: (index: Int, T) -> R): C {
    var index = 0
    for (item in

TransformingIndexedSequence(this, transform).filterNotNull().filterNotNull()
this) in destination.add(transform(checkIndexOverflow(index++), item)) in return destination

* Retuns a sequence contaiing only the non-null results of applying the given [transform] function to each element in the original sequence. * The operation is _intermediate_and_stateless_

* \( \text{public fun } \langle T, R : \text{Any} \rangle \text{Sequence}<T>.mapNotNull(transform: (T) -> R?): \text{Sequence}<R> \text{\{ return TransformingSequence(this, transform).filterNotNull()} \text{\}} in return destination

* Retuns a sequence containing only the non-null results to the given [destination]. * The operation is _terminal_and_stateful_

* \( \text{public inline fun } \langle T, R : \text{Any}, C : \text{MutableCollection<in R>> Sequence<T>.mapNotNullTo(destination: C, transform: (T) -> R?): C \text{\{ for } (item in this) in destination.add(transform(item)) in return destination \text{\}} in return destination \text{\}} * Retuns a sequence that wraps each element of the original sequence\* into an [IndexedValue] containing the index of that element and the element itself. * The operation is _intermediate_and_stateless_

* \( \text{public function } \langle T \rangle \text{Sequence<T>.withIndex(): Sequence<IndexedValue<T>> \text{\}} in return IndexingSequence(this)

* Returns a sequence that wraps each element of the original sequence\* into an [IndexedValue] containing the index of that element and the element itself. * The operation is _intermediate_and_stateless_

* \( \text{public function } \langle T \rangle \text{Sequence<T>.distinct(): Sequence<T> \text{\}} in return this.distinctBy { it } \text{\}}\text{\}} in return DistinctSequence(this, selector)\text{\}} * Returns a sequence containing only distinct elements from the given sequence. * The elements in the resulting sequence are in the same order as they were in the source sequence. * The operation is _intermediate_and_stateful_

* \( \text{public function } \langle T, K \rangle \text{Sequence<T>.distinctBy(selector: (T) -> K): Sequence<T> \text{\}} \text{\}} in return DistinctSequence(this, selector)\text{\}} * Returns a sequence containing only elements from the given sequence\* having distinct keys returned by the given [selector] function. * The elements in the resulting sequence are in the same order as they were in the source sequence. * The operation is _intermediate_and_stateful_

* \( \text{public function } \langle T \rangle \text{Sequence<T>.toMutableSet(): MutableSet<T> \text{\}} in return LinkedHashSet<>(\text{\}) \text{\}} in for (item in this) in set.add(item) in return set\text{\}}\text{\}} * Retuns `true` if all elements match the given [predicate] \text{\}} * The operation is _terminal_and_stateful_

* \( \text{public function } \langle T \rangle \text{Sequence<T>.all(predicate: (T) -> Boolean): Boolean \text{\}} \text{\}} in return false\text{\}} in return true\text{\}} * Retuns `true` if sequence has at least one element. * The operation is _terminal_and_stateful_

* \( \text{public function } \langle T \rangle \text{Sequence<T>.any(): Boolean \text{\}} \text{\}} in return iterator().hasNext() in return false\text{\}} * Retuns `true` if at least one element matches the given [predicate]. * The operation is _terminal_and_stateful_

* \( \text{public function } \langle T \rangle \text{Sequence<T>.count(): Int \text{\}} \text{\}} in return count in return count\text{\}} * Retuns the number of elements in this sequence. * The operation is _terminal_and_stateful_

* \( \text{public function } \langle T \rangle \text{Sequence<T>.fold(initial: R, operation: (acc: R, T) -> R): R \text{\}} \text{\}} in return accumulator\text{\}} * Accumulates value starting with [initial] value and applying [operation] from left to right to current accumulator value and each element. * The operation is _terminal_and_stateful_

* \( \text{public function } \langle T \rangle \text{Sequence<T>.fold(initial: R, operation: (acc: R, T) -> R): R \text{\}} \text{\}} in return accumulator\text{\}} * Accumulates value starting with [initial] value and applying [operation] from left to right to current accumulator value and each element with its index in the original sequence. * The operation is _parameter_[operation] function that takes the index of an element, current accumulator value\* and the element itself, and calculates the new accumulator value. * The operation is _terminal_and_stateful_.
**Terminal**

```kotlin
fun <T, R> Sequence<T>.fold(Indexed(initial: R, operation: (Int, acc: R, T) -> R): R {
    var index = 0
    var accumulator = initial
    for (element in this) accumulator = operation(checkIndexOverflow(index++), accumulator, element)
    return accumulator
}

fun <T> Sequence<T>.forEach(action: (T) -> Unit): Unit {
    for (element in this) action(element)
}

fun <T> Sequence<T>.forEachIndexed(action: (Int, T) -> Unit): Unit {
    var index = 0
    for (item in this) action(checkIndexOverflow(index++), item)
}

fun <T> Sequence<T>.max(): T? {
    val iterator = iterator()
    if (!iterator.hasNext()) return null
    var max = iterator.next()
    while (iterator.hasNext()) {
        val e = iterator.next()
        if (max < e) max = e
    }
    return max
}
```

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var minElem = iterator.next()\n if (!iterator.hasNext()) return minElem\n var minValue = selector(minElem)\n do {\n   val e = iterator.next()\n   val v = selector(e)\n   if (minValue > v) {\n     minValue = v\n     minElem = e\n   } while (iterator.hasNext())\n } while (iterators.hasNext())\n return minElem

* Returns the first element having the smallest value according to the provided [comparator] or 'null' if there are no elements.\n* The operation is _terminal_.\n* Returns `true` if no elements match the given [predicate].\n* The operation is _terminal_.\n* @sample samples.collections.Collections.Aggregates.none

/**
 * Returns the first element having the smallest value according to the provided 
* [comparator] or `null` if there are no elements.\n* The operation is _terminal_.\n* @sample samples.collections.Collections.Aggregates.minWith
 */
val min = minWith(comparator: Comparator<in T>) { T \n   val iterator = this.iterator()\n   if (!iterator.hasNext()) return null\n   var min = iterator.next()\n   while (iterator.hasNext())\n     {\n       val e = iterator.next()\n       val v = comparator(min, e) > 0 ? \n         min return min.min\n       }\n       retur
[operation] from left to right * to each element, its index in the original sequence and current accumulator value that starts with [initial] value.

* Note that ‘acc’ value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting sequence.

* The [initial] value should also be immutable (or should not be mutated) as it may be passed to [operation] function later because of sequence’s lazy nature.

* param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.

* The operation is _intermediate_ and _stateless_.

* @param [operation] function that takes the index of an element, current accumulator value

* and the element itself, and calculates the next accumulator value.

* The operation is _intermediate_ and _stateless_.

* @sample samples.collections.Collections.Aggregates.scan

* @sample samples.collections.Collections.Aggregates.scanIndexed

* @sample samples.collections.Collections.Aggregates.scanReduce

* @sample samples.collections.Collections.Transformations.chunked

@SinceKotlin("1.3")
@ExperimentalStdlibApi
fun <T, R> Sequence<T>.scanIndexed(initial: R, operation: (Int, acc: R, T) -> R): Sequence<R> {
    return sequence {
        yield(initial)
        var index = 0
        var accumulator = initial
        for (element in this@scanIndexed) {
            accumulator = operation(checkIndexOverflow(index++), accumulator, element)
            yield(accumulator)
        }
    }
}

/**
 * Returns a sequence containing successive accumulation values generated by applying [operation]
 * from left to right * to each element and current accumulator value that starts with the first element of this
 * sequence.

 * Note that ‘acc’ value passed to [operation] function should not be mutated; otherwise it would affect
 * the previous value in resulting sequence.

 * The operation is _intermediate_ and _stateless_.

 * @param [operation] function that takes current accumulator

 * value and the element, and calculates the next accumulator value.

 * The operation is _intermediate_ and

 * _stateless_.

 * @sample samples.collections.Collections.Aggregates.scanReduce

*/
@SinceKotlin("1.3")
@ExperimentalStdlibApi
fun <S, T : S> Sequence<T>.scanReduce(operation: (acc: S, T) -> S): Sequence<S> {
    return sequence {
        val iterator = iterator()
        if (iterator.hasNext()) {
            var accumulator: S = iterator.next()
            yield(accumulator)
            while (iterator.hasNext()) {
                accumulator = operation(accumulator, iterator.next())
                yield(accumulator)
            }
        }
    }
}

/**
 * Returns a sequence containing successive accumulation values generated by applying [operation]
 * from left to right * to each element, its index in the original sequence and current accumulator value that starts
 * with the first element of this sequence.

 * Note that ‘acc’ value passed to [operation] function should not be mutated; otherwise it would affect
 * the previous value in resulting sequence.

 * The operation is _intermediate_ and _stateless_.

 * @param [operation] function that takes the index of an element, current accumulator value

 * and the element itself, and calculates the next accumulator value.

 * The operation is _intermediate_ and _stateless_.

 * @sample samples.collections.Collections.Aggregates.scanReduce

*/
@SinceKotlin("1.3")
@ExperimentalStdlibApi
fun <S, T : S> Sequence<T>.scanReduceIndexed(operation: (index: Int, acc: S, T) -> S): Sequence<S> {
    return sequence {
        val iterator = iterator()
        if (iterator.hasNext()) {
            var accumulator: S = iterator.next()
            yield(accumulator)
            var index = 1
            while (iterator.hasNext()) {
                accumulator = operation(checkIndexOverflow(index++), accumulator, iterator.next())
                yield(accumulator)
            }
        }
    }
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the
 * sequence.

 * The operation is _terminal_.

 */
public inline fun <T> Sequence<T>.sumBy(selector: (T) -> Int): Int {
    var sum: Int = 0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the
 * sequence.

 * The operation is _terminal_.

 */
public inline fun <T> Sequence<T>.sumByDouble(selector: (T) -> Double): Double {
    var sum: Double = 0.0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns an original collection containing all the non-`null` elements, throwing an

 * [IllegalArgumentException] if there are any `null` elements.

 * The operation is _intermediate_ and

 * _stateless_.

 */
public fun <T : Any> Sequence<T?>.requireNoNulls(): Sequence<T> {
    return map { it ?: throw IllegalArgumentException("null element found in $this.") }
}

/**
 * Splits this sequence into a

 * sequence of lists each not exceeding the given [size].

 * The last list in the resulting sequence may have less

 * elements than the given [size].

 * param size the number of elements to take in each list, must be positive

 * and can be greater than the number of elements in this sequence.

 * The operation is _intermediate_ and

 * _stateful_.

 */
@SinceKotlin("1.2")
public fun <T> Sequence<T>.chunked(size: Int): Sequence<List<T>> {
    return
Splits this sequence into several lists each not exceeding the given \[size\] \* * and applies the given [transform] function to each. \* * @return sequence of results of the [transform] applied to each list. \* * @note That the list passed to the [transform] function is ephemeral and is valid only inside that function. \* * You should not store it or allow it to escape in some way, unless you made a snapshot of it. \* * The last list may have less elements than the given \[size\]. \* * @param size \* * @param sample samples.text.Strings.chunkedTransform\n * @returns the finally chunked sequence

```kotlin
/**
 * Splits this sequence into several lists each not exceeding
 * the given \[size\]
 * and applies the given \[transform\] function to an each.
 * 
 * @return sequence of results of the
 * \[transform\] applied to an each list.
 * 
 * Note that the list passed to the \[transform\] function is ephemeral and is
 * valid only inside that function. You should not store it or allow it to escape
 * in some way, unless you made a snapshot of it. The last list may have less
 * elements than the given \[size\]. The operation is
 * _intermediate_ and _stateful_.
 * 
 * The operation is _intermediate_ and _stateful_.
 */
@SinceKotlin("1.2")
public fun <T, R> Sequence<T>.chunked(size: Int, transform: (List<T>) -> R): Sequence<R> {
    return windowed(size, size, partialWindows = true, transform = transform)
}

/**
 * Returns a sequence containing all the elements of the original sequence except
 * the first occurrence of the given \[element\].
 * 
 * The operation is _intermediate_ and _stateless_.
 */
public operator fun <T> Sequence<T>.minus(element: T): Sequence<T> {
    return object: Sequence<T> {
        override fun iterator(): Iterator<T> {
            var removed = false
            return this@minus.filter { if (!removed && it == element) {
                removed = true; false } else true }.iterator()
        }
    }
}

/**
 * Returns a sequence containing all elements of original sequence except the
 * elements contained in the given \[elements\].
 * 
 * Note that the source sequence and the collection being subtracted are iterated
 * only when an `iterator` is requested from it. The resulting sequence. Changing
 * any of them between successive calls to `iterator` may affect the result. The
 * elements array may be converted to a [HashSet] to speed up the operation, thus
 * the elements are required to have a correct and stable implementation of `hashCode()` that doesn't change between successive invocations. The operation is _intermediate_ and _stateful_.
 */
public operator fun <T> Sequence<T>.minus(elements: Array<out T>): Sequence<T> {
    return object: Sequence<T> {
        override fun iterator(): Iterator<T> {
            val other = elements.toHashSet()
            return this@minus.filterNot { it in other }.iterator()
        }
    }
}

/**
 * Returns a sequence containing all elements of original sequence except the
 * elements contained in the given \[elements\].
 * 
 * The operation is _intermediate_ and _stateful_.
 */
public operator fun <T> Sequence<T>.minus(elements: Iterable<T>): Sequence<T> {
    return object: Sequence<T> {
        override fun iterator(): Iterator<T> {
            val other = elements.convertToSetForSetOperation()
            if (other.isEmpty())
                return this@minus.iterator()
            else
                return this@minus.filterNot { it in other }.iterator()
        }
    }
}

/**
 * Returns a sequence containing all elements of the original sequence except
 * the first occurrence of the given \[element\].
 * 
 * The operation is _intermediate_ and _stateless_.
 */
@kotlin.internal.InlineOnly
public inline fun <T> Sequence<T>.minusElement(element: T): Sequence<T> {
    return minus(element)
}

/**
 * Splits the original sequence into pair of lists,
 * where *first* list contains elements for which \[predicate\] yielded `true`,
 * while *second* list contains elements for which [predicate] yielded `false`. The operation is _terminal_ and _stateful_.
 */
public inline fun <T> Sequence<T>.partition(): Sequence<T> {
    var first = Sequence<T>()
    var second = Sequence<T>()
    for (item in this@partition) {
        if (item is List) {
            first += item.first()
            second += item
        } else {
            first += item
            second += item
        }
    }
    return Sequence<T> { var i = 0
        while (i < this@partition.iterator().count()) {
            if (i % 2 == 0) {
                first += this@partition
                i++
            } else {
                second += this@partition
                i++
            }
        }
    }
}

```
Sequence<T>.partition(predicate: (T) -> Boolean): Pair<List<T>, List<T>>

/**
 * Returns a sequence containing all elements of original sequence and then all elements of the given [elements] array. Note that the source sequence and the array being added are iterated only when an `iterator` is requested from the resulting sequence. Changing any of them between successive calls to `iterator` may affect the result.
 */
public operator fun <T> Sequence<T>.plus(element: T): Sequence<T> {
    return sequenceOf(this, sequenceOf(element)).flatten() // Note that the source sequence and the collection being added are iterated only when an `iterator` is requested from the resulting sequence. Changing any of them between successive calls to `iterator` may affect the result.
}

/**
 * Returns a sequence containing all elements of original sequence and then all elements of the given [elements] collection. Note that the source sequence and the collection being added are iterated only when an `iterator` is requested from the resulting sequence. Changing any of them between successive calls to `iterator` may affect the result.
 */
public operator fun <T> Sequence<T>.plus(elements: Iterable<T>): Sequence<T> {
    return sequenceOf(this, elements.asSequence()).flatten() // Note that the source sequence and the collection being added are iterated only when an `iterator` is requested from the resulting sequence. Changing any of them between successive calls to `iterator` may affect the result.
}

/**
 * Returns a sequence containing all elements of original sequence and then all elements of the given [elements] sequence. Note that the source sequence and the sequence being added are iterated only when an `iterator` is requested from the resulting sequence. Changing any of them between successive calls to `iterator` may affect the result.
 */
public operator fun <T> Sequence<T>.plus(elements: Sequence<T>): Sequence<T> {
    return sequenceOf(this, elements).flatten() // Note that the source sequence and the collection being added are iterated only when an `iterator` is requested from the resulting sequence. Changing any of them between successive calls to `iterator` may affect the result.
}

/**
 * Returns a sequence containing all elements of original sequence and then all elements of the given [elements] array. Note that the source sequence and the array being added are iterated only when an `iterator` is requested from the resulting sequence. Changing any of them between successive calls to `iterator` may affect the result.
 */
@kotlin.internal.InlineOnly
public inline fun <T> Sequence<T>.plusElement(element: T): Sequence<T> {
    return plus(element) // Note that the source sequence and the collection being added are iterated only when an `iterator` is requested from the resulting sequence. Changing any of them between successive calls to `iterator` may affect the result.
}

/**
 * Returns a sequence of snapshots of the window of the given [size] sliding along this sequence with the given [step], where each snapshot is a list. Several last lists may have less elements than the given [size]. Both [size] and [step] must be positive and can be greater than the number of elements in this sequence. Note that the list passed to the [transform] function is ephemeral and is valid only inside that function. Several last lists may have less elements than the given [size]. Both [size] and [step] must be positive and can be greater than the number of elements in this sequence.
 */
@SinceKotlin("1.2")
    return windowedSequence(size, step, partialWindows, reuseBuffer = false).map(transform) // The resulting sequence ends as soon as the shortest input sequence ends.
}

/**
 * Returns a sequence of results of applying the given [transform] function to each list representing a view over the window of the given [size] sliding along this sequence with the given [step].
 */
@SinceKotlin("1.2")
public fun <T, R> Sequence<T>.windowed(size: Int, step: Int = 1, partialWindows: Boolean = false, transform: (List<T>) -> R): Sequence<R> {
    return windowedSequence(size, step, partialWindows, reuseBuffer = false).map(transform) // The resulting sequence ends as soon as the shortest input sequence ends.
}

/**
 * Returns a sequence of values built from the elements of `this` sequence and the [other] sequence with the same index.
 */
public infix fun <T, R> Sequence<T>.zip(other: Sequence<R>): Sequence<Pair<T, R>>

Sequence<Pair<R>>: Sequence<Pair<T, R>> {\n    return MergingSequence(this, other) \n         { t1, t2 -> t1 to t2 }\n    }\n}"**un*\n
Returns a sequence of values built from the elements of `this` sequence and the [other] sequence with the same index\n
"**un*\n
The operation is _intermediate_ and _stateless_.\n
* @sample samples.collections.Sequences.Transformations.zipWithTransform\n
Sequence<T>.zip(other: Sequence<R>, transform: (a: T, b: R) -> V): Sequence<V> {\n    return MergingSequence(this, other) { t1, t2 -> t1 to t2 }\n} \n
/**\n *
 * Returns a sequence of pairs of each two adjacent elements in this sequence.\n
"**un* \n
The returned sequence is empty if this sequence contains less than two elements.\n
"**un* \n
The operation is _intermediate_ and _stateless_.\n
* @sample samples.collections.Transformations.zipWithNext\n
*  \n
Sequence<T>.zipWithNext(): Sequence<Pair<T, T>> { a, b -> a to b }\n"**un*\n
Returns a sequence containing the results of applying the given [transform] function\n
"**un* to an each pair of two adjacent elements in this sequence.\n"**un* \n
The returned sequence is empty if this sequence contains less than two elements.\n
"**un* \n
The operation is _intermediate_ and _stateless_.\n
* @sample samples.collections.Collections.Transformations.zipWithNextToFindDeltas\n
*  \n
Sequence<T>.zipWithNext(transform: (a: T, b: T) -> R): Sequence<R> {\n    return sequence result@\n        {\n            val iterator = iterator()\n            if (!iterator.hasNext()) return@result\n            var current = iterator.next()\n            while (iterator.hasNext()) {\n                val next = iterator.next()\n                yield(transform(current, next))\n                current = next\n            }\n        }\n} \n
/**\n *
 * Appends the string from all the elements separated using [separator] and using the given [prefix] and [postfix] if supplied.\n
"**un* \n
If the collection could be huge, you can specify a non-negative value of [limit], in which case only the first [limit] elements will be appended, followed by the [truncated] string (which defaults to "\n...\n").\n"**un* \n
The operation is _terminal_.\n
* @sample samples.collections.Collections.Transformations.joinTo\n
Sequence<T>.joinTo(buffer: Appendable, separator: CharSequence = ", ", prefix: CharSequence = "", postfix: CharSequence = "", limit: Int = -1, truncated: CharSequence = "...", transform: ((T) -> CharSequence)? = null): Appendable\n
{\n    buffer.append(prefix)\n    var count = 0\n    for (element in this) {\n        if (++count > 1) \n            buffer.append(separator)\n        if (limit < 0 || count <= limit) {\n            buffer.appendElement(element, transform)\n            \n        } else break\n    } \n    if (limit >= 0 && count > limit) buffer.append(truncated)\n    buffer.append(postfix)\n    return buffer\n}"**un* \n
Creates a string from all the elements separated using [separator] and using the given [prefix] and [postfix] if supplied.\n
"**un* \n
If the collection could be huge, you can specify a non-negative value of [limit], in which case only the first [limit] elements will be appended, followed by the [truncated] string (which defaults to "\n...\n").\n"**un* \n
The operation is _terminal_.\n
* @sample samples.collections.Collections.Transformations.joinToString\n
Sequence<T>.joinToString(separator: CharSequence = ", ", prefix: CharSequence = "", postfix: CharSequence = "", limit: Int = -1, truncated: CharSequence = "...", transform: ((T) -> CharSequence)? = null): String\n
{\n    return joinTo(StringBuilder(), separator, prefix, postfix, limit, truncated, transform).toString()\n} \n
/**\n *
 * Creates an \n
[Iterable] instance that wraps the original sequence returning its elements when being iterated.\n
* @sample

Sequence<T>.asIterable(): Iterable<T>

{\n    return Iterable { this.iterator() }\n} \n
/**\n *
 * Returns this sequence as a \n
Sequence.\n
* @kotlin.internal.InlineOnly

Sequence<T>.asSequence(): Sequence<T>

{\n    return this\n}"**un* \n
Returns a sequence containing the elements of the sequence.\n
"**un* \n
The operation is _terminal_.\n
* @sample

Sequence<Byte>.average(): Double \n
{\n    var sum: Double = 0.0\n    var count: Int = 0\n    for (element in this) \n        sum += element\n    return if (count == 0) Double.NaN else sum / count\n}"**un* \n
Returns an average value of elements in the sequence.\n
"**un* \n
The operation is _terminal_.\n
* @sample

Sequence<Short>.average(): Double \n
{\n    var sum: Double = 0.0\n    var count: Int = 0\n    for (element in this) \n        sum += element\n    return if (count == 0) Double.NaN else sum / count\n}"**un* \n
Returns an average value of elements in the sequence.\n
"**un* \n
The operation is _terminal_.\n
*
```kotlin
*\n@kotlin.jvm.JvmName("averageOfInt")\npublic fun Sequence<Int>.average(): Double {\n    var sum: Double = 0.0\n    var count: Int = 0\n    for (element in this) {\n        sum += element\n    }\n    return if (count == 0) Double.NaN else sum / count\n}

*\n@kotlin.jvm.JvmName("averageOfLong")\npublic fun Sequence<Long>.average(): Double {\n    var sum: Double = 0.0\n    var count: Int = 0\n    for (element in this) {\n        sum += element\n    }\n    return if (count == 0) Double.NaN else sum / count\n}

*\n@kotlin.jvm.JvmName("averageOfFloat")\npublic fun Sequence<Float>.average(): Double {\n    var sum: Double = 0.0\n    var count: Int = 0\n    for (element in this) {\n        sum += element\n    }\n    return if (count == 0) Double.NaN else sum / count\n}

*\n@kotlin.jvm.JvmName("averageOfDouble")\npublic fun Sequence<Double>.average(): Double {\n    var sum: Double = 0.0\n    var count: Int = 0\n    for (element in this) {\n        sum += element\n    }\n    return if (count == 0) Double.NaN else sum / count\n}

*\n@kotlin.jvm.JvmName("sumOfByte")\npublic fun Sequence<Byte>.sum(): Int {\n    var sum: Int = 0\n    for (element in this) {\n        sum += element\n    }\n    return sum\n}

*\n@kotlin.jvm.JvmName("sumOfShort")\npublic fun Sequence<Short>.sum(): Int {\n    var sum: Int = 0\n    for (element in this) {\n        sum += element\n    }\n    return sum\n}

*\n@kotlin.jvm.JvmName("sumOfInt")\npublic fun Sequence<Int>.sum(): Int {\n    var sum: Int = 0\n    for (element in this) {\n        sum += element\n    }\n    return sum\n}

*\n@kotlin.jvm.JvmName("sumOfLong")\npublic fun Sequence<Long>.sum(): Long {\n    var sum: Long = 0L\n    for (element in this) {\n        sum += element\n    }\n    return sum\n}

*\n@kotlin.jvm.JvmName("sumOfFloat")\npublic fun Sequence<Float>.sum(): Float {\n    var sum: Float = 0.0f\n    for (element in this) {\n        sum += element\n    }\n    return sum\n}

*\n@kotlin.jvm.JvmName("sumOfDouble")\npublic fun Sequence<Double>.sum(): Double {\n    var sum: Double = 0.0\n    for (element in this) {\n        sum += element\n    }\n    return sum\n}
```

```
/*
 * Copyright 2010-2019 JetBrains s.r.o. and Kotlin Programming Language
 * contributors.
 * Use of this source code is governed by the Apache 2.0 license that can be found in the
 * LICENSE.txt file.
 */

@file:kotlin.jvm.JvmMultifileClass\n@file:kotlin.jvm.JvmName("SetsKt")\n
package kotlin.collections

//
// NOTE: THIS FILE IS AUTO-GENERATED by the GenerateStandardLib.kt\n// See:
https://github.com/JetBrains/kotlin/tree/master/libraries/stdlib\n//\n
import kotlin.random.*
import kotlin.ranges.contains
import kotlin.ranges.reversed

/**
 * Returns a set containing all elements of the original set except the given [element].
 * The returned set preserves the element iteration order of the original set.
 */
public operator fun <T> Set<T>.minus(element: T): Set<T> {\n    var result = LinkedHashSet<T>(mapCapacity(size))\n    var removed = false\n    return this.filterTo(result) { if (!removed && \n```
correct and stable implementation of `hashCode()` that doesn't change between successive invocations.

```kotlin
public operator fun <T> Set<T>.minus(elements: Iterable<T>): Set<T> {
    val other = elements.convertToSetForSetOperationWith(this)
    if (other.isEmpty())
        return this.toSet()
    if (other is Set)
        return this.filterNotTo(LinkedHashSet<T>()) { it in other }
    val result = LinkedHashSet<T>(this)
    result.removeAll(other)
    return result
}

/**
 * Returns a set containing all elements of the original set except the given [element].
 * The returned set preserves the element iteration order of the original set.
 */
public operator fun <T> Set<T>.minus(element: T): Set<T> {
    return minus(element)
}

/**
 * Returns a set containing all elements of the original set and then the given [element] if it isn't already in this set.
 * The returned set preserves the element iteration order of the original set.
 */
@kotlin.internal.InlineOnly
public inline fun <T> Set<T>.plus(element: T): Set<T> {
    return plus(element)
}
```

---

*/

```kotlin
/*
 * Copyright 2010-2019 JetBrains s.r.o. and Kotlin Programming Language contributors.
 * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.
 */

@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("StringsKt")

package kotlin.text

//
// NOTE: THIS FILE IS AUTO-GENERATED by the GenerateStandardLib.kt'util. See:
// https://github.com/JetBrains/kotlin/tree/master/libraries/stdlib
//
// Copyright 2010-2019 JetBrains s.r.o. and Kotlin Programming Language contributors.
// Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.
```

---

```kotlin
*"//package kotlin.text

*\n
*\n```
/**
 * Returns the last character matching the given [predicate], or `null` if no such character was found.
 */

@kotlin.internal.InlineOnly
public inline fun CharSequence.lastOrNull(predicate: Char) @throws [NoSuchElementException] if the char sequence is empty.

@kotlin.internal.InlineOnly
public inline fun CharSequence.last(predicate: Char) if (isNullOrEmpty()) throw NoSuchElementException("Char sequence is empty.

@kotlin.internal.InlineOnly
public inline fun CharSequence.lastOrNull(predicate: Char) if (isNullOrEmpty()) throw NoSuchElementException("Char sequence is empty.

@kotlin.internal.InlineOnly
public inline fun CharSequence.random(): Char

@kotlin.internal.InlineOnly
public inline fun CharSequence.random(random: Random): Char

@kotlin.internal.InlineOnly
public inline fun CharSequence.randomOrNull(): Char?

@kotlin.internal.InlineOnly
public inline fun CharSequence.randomOrNull(random: Random): Char?
Random): Char? {\n    if (isEmpty())
        return null
    return get(random.nextInt(length))
} \n\n/**
 * Returns the single character matching the given [predicate], or throws exception if there is no or more than one matching character.\n */

public inline fun CharSequence.singleOrNull(predicate: (Char) -> Boolean): Char? {
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) return null
            single = element
            found = true
        }
    }
    if (!found) return null
    return single
}

/**
 * Returns the single character matching the given [predicate], or `null` if character was not found or more than one character was found.\n */

public fun CharSequence.singleOrNull(): Char? {
    return if (length == 1) this[0] else null
}

/**
 * Returns single character, or `null` if the char sequence is empty or has more than one character.\n */

public fun String.drop(n: Int): String {
    require(n >= 0) { "Requested character count $n is less than zero." }
    return substring(n.coerceAtMost(length))
}

/**
 * Returns a string with the first \[n\] characters removed.\n */

public fun String.dropLast(n: Int): String {
    require(n >= 0) { "Requested character count $n is less than zero." }
    return take((length - n).coerceAtLeast(0))
}

/**
 * Returns a string containing all characters except last characters that satisfy the given [predicate].\n */

public inline fun String.dropLastWhile(predicate: (Char) -> Boolean): String {
    for (index in lastIndex downTo 0)
        if (!predicate(this[index]))
            return substring(0, index + 1)
    return ""
}

/**
 * Returns a char sequence containing only those characters from the original char sequence that match the given [predicate].\n */

public inline fun CharSequence.filter(predicate: (Char) -> Boolean): CharSequence {
    return filterTo(StringBuilder(), predicate)
}

/**
 * Returns a string containing only those characters from the original string that match the
public inline fun String.filter(predicate: (Char) -> Boolean): String {
    return filterTo(StringBuilder(),
    predicate).toString()\n}

/**
 * Returns a char sequence containing only those characters from the original char
 * sequence that match the given [predicate].
 * @param [predicate] function that takes the index of a character and the character itself\n * and returns the result of predicate evaluation on the character.\n */
public inline fun CharSequence.filterIndexedTo(destination: C, predicate: (index: Int, Char) -> Boolean): C {
    forEachIndexed {
        index, element ->
        if (predicate(index, element)) destination.append(element)
    }
    return destination\n}

/**
 * Returns a string containing only those characters from the original string that match the given [predicate].
 * @param [predicate] function that takes the index of a character and the character itself\n * and returns the result of predicate evaluation on the character.\n */
public inline fun String.filterNotTo(destination: C, predicate: (Char) -> Boolean): C {
    for (element in this) if (!predicate(element)) destination.append(element)
    return destination\n}

/**
 * Appends all characters matching the given [predicate] to the given
 * [destination].\n * @param [predicate] function that takes the index of a character and the character itself\n * and returns the result of predicate evaluation on the character.\n */
public inline fun CharSequence.filterIndexedTo(destination: C, predicate: (index: Int, Char) -> Boolean): CharSequence {
    return filterIndexedTo(StringBuilder(),
    predicate).toString()\n}

/**
 * Returns a string containing only those characters from the original string that do not match the given [predicate].
 * @param [predicate] function that takes the index of a character and the character itself\n * and returns the result of predicate evaluation on the character.\n */
public inline fun String.filterNotTo(destination: C, predicate: (Char) -> Boolean): String {
    return filterNotTo(StringBuilder(),
    predicate).toString()\n}

/**
 * Appends all characters not matching the given [predicate] to the given
 * [destination].\n * @param [predicate] function that takes the index of a character and the character itself\n * and returns the result of predicate evaluation on the character.\n */
public inline fun CharSequence.filterNotTo(destination: C, predicate: (Char) -> Boolean): CharSequence {
    return filterNotTo(StringBuilder(),
    predicate).toString()\n}

/**
 * Returns a char sequence containing characters of the original char sequence at the
 * specified range of [indices].\n * @param [indices] range of indices\n */
public fun CharSequence.slice(indices: IntRange): CharSequence {
    if (indices.isEmpty()) return ""
    return subSequence(indices)\n}

/**
 * Returns a string containing characters of the original string at specified [indices].
 * @param [indices] range of indices\n */
public fun String.slice(indices: IntRange): String {
    if (indices.isEmpty()) return ""
    return substring(indices)\n}

/**
 * Returns a char sequence containing characters of the original char sequence at specified 
 * [indices].\n * @param [indices] range of indices\n */
public fun CharSequence.slice(indices: Iterable<Int>): CharSequence {
    val size = indices.collectionSizeOrDefault(10)
    if (size == 0) return ""
    val result = StringBuilder(size)
    for (i in indices) {
        result.append(get(i))
    }
    return result\n}

/**
 * Returns a string containing characters of the original string at specified [indices].\n * @param [indices] range of indices\n */
public fun String.slice(indices: Iterable<Int>): String {
    return (this as CharSequence).slice(indices).toString()\n}

/**
 * Returns a subsequence of this char sequence containing the first [n] characters from this char sequence, or the entire char sequence if this char sequence is shorter.\n * @throws IllegallegalArgumentException if [n] is negative.\n */
public fun CharSequence.take(n: Int): CharSequence {
    require(n >= 0) { "Requested character count $n is less than zero." }
    return subSequence(0, n.coerceAtMost(length))\n}

/**
 * Returns a subsequence of this char sequence containing the last [n] characters from this char sequence, or the entire char sequence if this char sequence is shorter.\n * @throws IllegalArgumentUnException if [n] is negative.\n */
public fun String.take(n: Int): String {
    require(n >= 0) { "Requested character count $n is less than zero." }
    return substring(0, n.coerceAtMost(length))\n}
IllegalArgumentException if \([n] \) is negative.\n* \n* @sample samples.text.Strings.take
CharSequence.takeLast(n: Int): CharSequence { require(n >= 0) { "Requested character count \(n\) is less than zero." } \nval length = length\n \nreturn subSequence(length - n.coerceAtMost(length), length)\n}" Returns a string containing the last \([n]\) characters from this string, or the entire string if this string is shorter.\n* \n* @throws IllegalArgumentException if \([n]\) is negative.\n* \n* @sample samples.text.Strings.take
String.takeLast(n: Int): String { require(n >= 0) { "Requested character count \(n\) is less than zero." } \nval length = length\n \nreturn substring(length - n.coerceAtMost(length))\n}" Returns a subsequence of this char sequence containing last characters that satisfy the given \([predicate]\).\n* \n* @sample samples.text.Strings.take
CharSequence.takeLastWhile(predicate: Char -> Boolean): CharSequence { \nfor (index in lastIndex downTo 0) { \n\nif (!predicate(this[index])) \n\n\nreturn subSequence(index + 1, length)\n} \n\nreturn subSequence(0, length)\n}" Returns a string containing last characters that satisfy the given \([predicate]\).\n* \n* @sample samples.text.Strings.take
CharSequence.reverse(): CharSequence { 
return StringBuilder(this).reverse()\n}" Returns a char sequence with characters in reversed order.\n* \n* @sample samples.text.Strings.reverse
CharSequence.toString(): String { return toString()\n}" Returns the string containing the first characters that satisfy the given \([predicate]\).\n* \n* @sample samples.text.Strings.toString
CharSequence.associate(transform: (Char) -> Pair<K, V>): Map<K, V> { val capacity = mapCapacity(length).coerceAtLeast(16)\n \nreturn associateTo(LinkedHashMap<K, V>(capacity),\ntransform)\n}" Returns a [Map] containing key-value pairs provided by \([transform]\) function applied to characters of the given char sequence.\n* \n* @sample samples.text.Strings.associate
CharSequence.associateBy(keySelector: (Char) -> K): Map<K, Char> { val capacity = mapCapacity(length).coerceAtLeast(16)\n \nreturn associateByTo(LinkedHashMap<K, Char>(capacity),\nkeySelector)\n}" Returns a [Map] containing the values provided by \([valueTransform]\) and indexed by \([keySelector]\) functions applied to characters of the given char sequence.\n* \n* @sample samples.text.Strings.associateByWithValueTransform
CharSequence.associateByWithValueTransform\n("*
* @sample samples.text.Strings.associateByWithValueTransform
CharSequence.associateBy(keySelector: (Char) -> K, valueTransform: (Char) -> V): Map<K, V> { val capacity = mapCapacity(length).coerceAtLeast(16)\n \nreturn associateByTo(LinkedHashMap<K, V>(capacity),\nkeySelector, valueTransform)\n}" Populates the [destination] mutable map with key-value pairs.\n* \n* @sample samples.text.Strings.associateByTo
CharSequence.associateByTo(destination: M, keySelector: (Char) -> K): M { \n* \n* @sample samples.text.Strings.associateByTo
Open Source Used In DNAC Platform Frey 2254
for (element in this) {\n    destination.put(keySelector(element), element)\n} return destination\n} \n
/**
 * Populates and returns the [destination] mutable map with key-value pairs.\n * where key is provided by the [keySelector] function and\n * and value is provided by the [valueTransform] function applied to characters of the given char sequence.\n * If any two characters would have the same key returned by [keySelector] the last one gets added to the map.\n */

public inline fun <K, V, M : MutableMap<in K, in V>> CharSequence.associateByToWithValueTransform\n(destination: M, keySelector: (Char) -> K, valueTransform: (Char) -> V): M {\n    \n    for (element in this) {\n        destination.put(keySelector(element), valueTransform(element))\n    } \n    return destination\n}

/**
 * Returns a [Map] where keys are characters from the given char sequence and values are\n * produced by the [valueSelector] function applied to each character.\n * If any two characters are equal, the last one gets added to the map.\n */
@SinceKotlin("1.3")
public inline fun <V> CharSequence.associateWith(valueSelector: (Char) -> V): Map<Char, V> {
    val result = LinkedHashMap<Char, V>(mapCapacity(length).coerceAtLeast(16))
    return associateWithTo(result, valueSelector)\n}

/**
 * Returns a [MutableList] filled with all characters of this char sequence.\n * Groups characters of the original char sequence by the key returned by the given [keySelector] function\n * applied to each character and returns a map where each group key is associated with a list of corresponding characters.\n * Groups characters of the original char sequence by the key returned by the given [keySelector] function\n * applied to each character and returns a map where each group key is associated with a list of corresponding characters.\n */
@SinceKotlin("1.3")
public inline fun <R, C : MutableCollection<in R>> CharSequence.groupBy(keySelector: (Char) -> K): Map<K, List<R>> {
    \n}
groupByTo(LinkedHashMap<K, MutableList<Char>>(), keySelector) /* Groups values returned by the [valueTransform] function applied to each character of the original char sequence by the key returned by the given [keySelector] function applied to the character and returns a map where each key group is associated with a list of corresponding values. */

/**
 * Groups values returned by the [valueTransform] function applied to each character of the original char sequence by the key returned by the given [keySelector] function applied to the character and returns a map where each key group is associated with a list of corresponding values.
 */
public inline fun <K, V> CharSequence.groupByTo(destination: M, keySelector: (Char) -> K, valueTransform: (Char) -> V): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) { ArrayList<Char>() }
        list.add(element)
    }
    return destination
}

/**
 * Applies the given [transform] function to each character and its index in the original char sequence and appends only the non-null results to the given [destination].
 */
public inline fun <R, C : MutableCollection<in R>> CharSequence.mapIndexedNotTo(destination: C, transform: (index: Int, Char) -> R?): C {
    forEachIndexed { index, element -> transform(index, element)?.let { destination.add(it) } }
    return destination
}

/**
 * Applies the given [transform] function to each character and its index in the original char sequence and appends the results of the transform applied to the character to the given [destination].
 */
public inline fun <R, C : MutableCollection<in R>> CharSequence.mapIndexedTo(destination: C, transform: (index: Int, Char) -> R): C {
    forEachIndexed { index, element -> transform(index, element) }?
    destination.add(0, transform(destination))}
    return destination
}
(index: Int, Char) -> R): C {
    var index = 0
    for (item in this)
        destination.add(transform(index++,
            item))
    return destination
}

/**
 * Returns a list containing only the non-null results of applying the given
 [transform] function\n * to each character in the original char sequence.\n */
@napultinline fun <R : Any>
CharSequence.mapNotNull(transform: (Char) -> R?): List<R> {\n    return mapNotNullTo(ArrayList<R>(),
        transform())
}

/**
 * Applies the given [transform] function to each character in the original char sequence\n * and appends only the non-null results to the given [destination].\n */
@napultinline fun <R, C : MutableCollection<R>> CharSequence.mapTo(destination: C,
    transform: (Char) -> R): C {
    for (item in this)
        destination.add(transform(item))
    return destination
}

/**
 * Applies the given [transform] function to each character of the original char sequence\n * into an [IndexedValue] containing the index of that character and the character itself.\n */
@napultinline fun CharSequence.withIndex(): Iterable<IndexedValue<Char>> {\n    return IndexingIterable { iterator() }
}

/**
 * Returns `true` if all characters match the given [predicate].\n * \n * @sample samples.collections.Collections.Aggregates.all\n */
public inline fun CharSequence.all(predicate: (Char) -> Boolean): Boolean {
    for (element in this) if (!predicate(element)) return false
    return true
}

/**
 * Returns `true` if char sequence has at least one character.\n * @ sample samples.collections.Collections.Aggregates.any\n */
public fun CharSequence.any(): Boolean {
    return !isEmpty()
}

/**
 * Returns `true` if at least one character matches the given [predicate].\n * @sample samples.collections.Collections.Aggregates.anyWithPredicate\n */
public inline fun CharSequence.any(predicate: (Char) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return true
    return false
}

/**
 * Returns the length of this char sequence.\n * @n@kotlin.internal.InlineOnly\n */
public inline fun CharSequence.count(): Int {
    return length
}

/**
 * Returns the number of characters matching the given [predicate].\n */
public inline fun CharSequence.count(predicate: (Char) -> Boolean): Int {
    var count = 0
    for (element in this) if (predicate(element)) ++count
    return count
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from left to right to each character.\n */
public inline fun <R> CharSequence.fold(initial: R, operation: (R, Char) -> R): R {
    var accumulator = initial
    for (element in this) accumulator = operation(accumulator, element)
    return accumulator
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from right to left to each character.\n */
public inline fun <R> CharSequence.foldRight(initial: R, operation: (Char, R) -> R): R {
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(get(index), accumulator)
        --index
    }
    return accumulator
}

/**
 * Performs the given [action] on each character.\n * @param [action]\n */
public fun CharSequence.forEach(action: (Char) -> Unit): Unit {
    for (element in this) action(element)
}

/**
 * Performs the given [action] on each character, providing sequential index with the character.\n */
public fun CharSequence.forEachIndexed(action: (Int, Char) -> Unit): Unit {
    for (index in this)
        action(index, get(index))
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from right to left to each character with its index in the original char sequence.\n */
public inline fun CharSequence.foldIndexed(initial: R, operation: (Int, Char, R) -> R): R {
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
        --index
    }
    return accumulator
}

/**
 * Performs the given [action] on each character, providing sequential index with the character.\n */
public fun CharSequence.forEachIndexed(action: (Int, Char) -> Unit): Unit {
    for (index in this)
        action(index, get(index))
}
character.

```kotlin
open inline fun CharSequence.forEachIndexed(action: (index: Int, Char) -> Unit): Unit {
    var index = 0
    for (item in this) action(index++, item)
}

/**
 * Returns the largest character or `null` if there are
 * no characters.
 */
public fun CharSequence.max(): Char? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (max < e) max = e
    }
    return max
}

/**
 * Returns the largest character after applying `operation`
 * from left to right to each character and its index.
 * @param operation function that takes the index of a
 * character, current accumulator value, and the
 * character itself and calculates the next accumulator value.
 */
public inline fun CharSequence.reduceIndexed(operation: (index: Int, Char, Char) -> Char): Char {
    if (isEmpty())
        throw UnsupportedOperationException("Empty char sequence can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}
```

```kotlin
/**
 * Performs the given `action` on each character and returns the char sequence itself
 * afterwards.
 */
@SinceKotlin("1.1")
public inline fun <S : CharSequence> S.onEach(action: (Char) -> Unit): S {
    return apply { for (element in this) action(element) }
}
```

```kotlin
/**
 * Returns `true` if the char sequence can't be reduced.
 */
public fun CharSequence.reduceIndexed(operation: (index: Int, Char, Char) -> Unit): Int {
    if (isEmpty())
        throw UnsupportedOperationException("Empty char sequence can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}
```
```kotlin
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public inline fun CharSequence.reduceOrNull(operation: (acc: Char, Char) -> Char): Char? {
    if (isEmpty())
        return null
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}

/**
 * Accumulates value starting with last character and applying [operation] from right to left to each character and current accumulator value.
 * @param [operation] function that takes the index of a character, the character itself, and current accumulator value, and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.reduceRight
 */
public inline fun CharSequence.reduceRight(operation: (Char, acc: Char) -> Char): Char {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty char sequence can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}

/**
 * Accumulates value starting with last character and applying [operation] from right to left to each character with its index in the original char sequence and current accumulator value.
 * @param [operation] function that takes the index of a character, the character itself, and current accumulator value, and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.reduceRightIndexed
 */
public inline fun CharSequence.reduceRightIndexed(operation: (index: Int, Char, acc: Char) -> Char): Char {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty char sequence can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(index, get(index--), accumulator)
    }
    return accumulator
}

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right to each character and current accumulator value. Returns null if the char sequence is empty.
 * @param [operation] function that takes current accumulator value and a character, and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.reduceRightOrNull
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public inline fun CharSequence.reduceRightOrNull(operation: (Char, acc: Char) -> Char): Char? {
    var index = lastIndex
    if (index < 0) return null
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right to each character and current accumulator value that starts with [initial] value.
 * @param [operation] function that takes current accumulator value and a character, and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.reduceRight
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public inline fun <R> CharSequence.scan(initial: R, operation: (acc: R, Char) -> R): List<R> {
    if (isEmpty()) return listOf(initial)
    val result = ArrayList<R>(length + 1).apply { add(initial) }
    var accumulator = initial
    for (element in this) {
        accumulator = operation(accumulator, element)
        result.add(accumulator)
    }
    return result
}

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right to each character, its index in the original char sequence and current accumulator value that starts with [initial] value.
 * @param [operation] function that takes the index of a character, current accumulator value, and the character itself, and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.scanIndexed
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public inline fun <R> CharSequence.scanIndexed(initial: R, operation: (index: Int, acc: R, Char) -> R): List<R> {
    if (isEmpty()) return listOf(initial)
    val result = ArrayList<R>(length + 1).apply { add(initial) }
    var accumulator = initial
    for (index in indices) {
        accumulator = operation(index, accumulator, this[index])
        result.add(accumulator)
    }
    return result
}

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right to each character and current accumulator value that starts with the first character of this char sequence.
 * @param [operation] function that takes current accumulator value and a character, and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.scanReduce
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public inline fun CharSequence.scanReduce(operation: (acc: Char, Char) -> Char): List<Char> {
    var accumulator = 0
    val result = ArrayList<Char>(length + 1).apply { add(accumulator) }
    for (element in this) {
        accumulator = operation(accumulator, element)
        result.add(accumulator)
    }
    return result
}
```

---

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Char, Char) -> Char): List<Char> {
    if (isEmpty()) return emptyList()
    var accumulator = this[0]
    val result = ArrayList<Char>(length).apply {
        add(accumulator)
    }
    for (index in 1 until length) {
        accumulator = operation(accumulator, this[index])
        result.add(accumulator)
    }
    return result
}

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right
 * to each character, its index in the original char sequence and current accumulator value that starts with the first character of this char sequence.
 * Note that ‘acc’ value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list.
 * Returns the sum of all values produced by [selector] function applied to each character in the char sequence.
 * @param [operation] function that takes the index of a character, current accumulator value and the character itself, and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.scanReduce
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public inline fun CharSequence.scanReduceIndexed(operation: (index: Int, acc: Char, Char) -> Char): List<Char> {
    if (isEmpty()) return emptyList()
    var accumulator = this[0]
    val result = ArrayList<Char>(length).apply {
        add(accumulator)
    }
    for (index in 1 until length) {
        accumulator = operation(index, accumulator, this[index])
        result.add(accumulator)
    }
    return result
}

/**
 * Returns the sum of all values produced by [selector] function applied to each character in the char sequence.
 */
public inline fun CharSequence.sumBy(selector: (Char) -> Int): Int {
    var sum: Int = 0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each character in the char sequence.
 */
public inline fun CharSequence.sumByDouble(selector: (Char) -> Double): Double {
    var sum: Double = 0.0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Splits this char sequence into a sequence of strings each not exceeding the given [size].
 * The last string in the resulting sequence may have less characters than the given [size].
 * @param size the number of elements to take in each string, must be positive and can be greater than the number of elements in this char sequence.
 * @sample samples.collections.Collections.Transformations.chunked
 */
@SinceKotlin("1.2")
public fun CharSequence.chunked(size: Int): Sequence<String> {
    return chunkedSequence(size) { it.toString() }
}

/**
 * Splits this char sequence into several char sequences each not exceeding the given [size].
 * The last string in the resulting sequence may have less characters than the given [size].
 * @param size the number of elements to take in each string, must be positive and can be greater than the number of elements in this char sequence.
 * @sample samples.collections.Collections.Transformations.chunkedToSequence
 */
@SinceKotlin("1.2")
public fun <R> CharSequence.chunkedSequence(size: Int, transform: (CharSequence) -> R): Sequence<R> {
    return windowedSequence(size, size, partialWindows = true) { transform(it) }
}
sequence contains characters for which \[\text{predicate}\] yielded 'true', while *second* character sequence contains characters for which \[\text{predicate}\] yielded 'false'. Split the original string into pair of strings where *first* string contains characters for which \[\text{predicate}\] yielded 'true', while *second* string contains characters for which \[\text{predicate}\] yielded 'false'.

```kotlin
public inline fun CharSequence.partition(predicate: (Char) -> Boolean): Pair<CharSequence, CharSequence> {
    val first = StringBuilder()
    val second = StringBuilder()
    for (element in this) {
        if (predicate(element)) {
            first.append(element)
        } else {
            second.append(element)
        }
    }
    return Pair(first, second)
}
```

```kotlin
/**
 * Splits the original string into pair of strings,
 * where *first* string contains characters for which \[\text{predicate}\] yielded 'true',
 * while *second* string contains characters for which \[\text{predicate}\] yielded 'false'.
 * 
 * @sample samples.text.Strings.partition
 */
public inline fun String.partition(predicate: (Char) -> Boolean): Pair<String, String> {
    val first = StringBuilder()
    val second = StringBuilder()
    for (element in this) {
        if (predicate(element)) {
            first.append(element)
        } else {
            second.append(element)
        }
    }
    return Pair(first.toString(), second.toString())
}

/**
 * Returns a list of snapshots of the window of the given [size] sliding along this char sequence with the given [step], where each snapshot is a string.
 * Several last strings may have less characters than the given [size].
 * Both [size] and [step] must be positive and can be greater than the number of elements in this char sequence.
 * 
 * @param size the number of elements to take in each window
 * @param step the number of elements to move the window forward by on an each step, by default 1
 * @param partialWindows controls whether or not to keep partial windows in the end if any, by default false which means partial windows won't be preserved
 * @param samples.collections.Sequences.Transformations.takeWindows
 * @sample samples.collections.Sequences.Transformations.averageWindows
 */
@SinceKotlin("1.2")
public fun CharSequence.windowed(size: Int, step: Int = 1, partialWindows: Boolean = false): List<String> {
    return windowed(size, step, partialWindows) { it.toString() }
}

/**
 * Returns a sequence of snapshots of the window of the given [size] sliding along this char sequence with the given [step], where each snapshot is a string.
 * Several last strings may have less characters than the given [size].
 * Both [size] and [step] must be positive and can be greater than the number of elements in this char sequence.
 * 
 * @param size the number of elements to take in each window
 * @param step the number of elements to move the window forward by on an each step, by default 1
 * @param partialWindows controls whether or not to keep partial windows in the end if any, by default false which means partial windows won't be preserved
 * @param samples.collections.Sequences.Transformations.takeWindows
 * @sample samples.collections.Sequences.Transformations.averageWindows
 */
@SinceKotlin("1.2")
public fun <R> CharSequence.windowed(size: Int, step: Int = 1, partialWindows: Boolean = false, transform: (CharSequence) -> R): List<R> {
    checkWindowSizeStep(size, step)
    val thisSize = this.length
    val resultCapacity = thisSize / step + if (thisSize % step == 0) 0 else 1
    val result = ArrayList<R>(resultCapacity)
    var index = 0
    while (index in 0 until thisSize) {
        val end = index + size
        val coercedEnd = if (end < 0 || end > thisSize) { if (partialWindows) thisSize else break } else end
        result.add(transform(subSequence(index, coercedEnd)))
        index += step
    }
    return result
}

/**
 * Returns a sequence of results of applying the given [transform] function to an each char sequence representing a view over the window of the given [size] sliding along this char sequence with the given [step].
 * Note that the char sequence passed to the [transform] function is ephemeral and is valid only inside that function.
 * You should not store it or allow it to escape in some way, unless you made a snapshot of it.
 * Several last char sequences may have less characters than the given [size].
 * Both [size] and [step] must be positive and can be greater than the number of elements in this char sequence.
 * 
 * @param size the number of elements to take in each window
 * @param step the number of elements to move the window forward by on an each step, by default 1
 * @param partialWindows controls whether or not to keep partial windows in the end if any, by default false which means partial windows won't be preserved
 * @param samples.collections.Sequences.Transformations.averageWindows
 */
@SinceKotlin("1.2")
public fun <R> CharSequence.windowedSequence(size: Int, step: Int = 1, partialWindows: Boolean = false): Sequence<String> {
    return windowedSequence(size, step, partialWindows) { it.toString() }
}
Several last character sequences may have less characters than the given [size]. * Both [size] and [step] must be positive and can be greater than the number of elements in this char sequence. * @param size the number of elements to take in each window * @param step the number of elements to move the window forward by on each step, by default 1

```
@public fun <R>
CharSequence.windowedSequence(size: Int, step: Int = 1, partialWindows: Boolean = false, transform:
(CharSequence) -> R): Sequence<R> {
    checkWindowSizeStep(size, step)
    val windows = (if
        partialWindows) indices else 0 until length - size + 1) step step
    return windows.map { index ->
        val end = index + size
        val coercedEnd = if (end < 0 || end > length) length else end
        transform(subSequence(index, coercedEnd))
    }
}
```

```
/**
 * Returns a list of pairs built from the characters of `this` and the [other] char sequences with the same index
 * The returned list has length of the shortest char sequence.
 * @param other
 * @param partialWindows controls whether or not to keep partial windows in the end if any,
 * by default `false` which means partial windows won't be preserved
 * @param partialWindows
 * @param transform
 */
@SinceKotlin("1.2")
public fun <R>
CharSequence.zipWithNext(): List<Pair<Char, Char>> {
    return zipWithNext { a, b -> a to b }
}
```

```
/**
 * Returns a list containing the results of applying the given [transform] function
 * to an each pair of two adjacent characters in this char sequence.
 * The returned list is empty if this char sequence contains less than two characters.
 * The returned list is empty if this char sequence contains less than two characters.
 */
@SinceKotlin("1.2")
public fun <R> CharSequence.zipWithNext(transform: (a: Char, b: Char) -> R):
List<R> {
    val size = length - 1
    if (size < 1) return emptyList()
    val result = ArrayList<R>(size)
    for (index in 0 until size) {
        result.add(transform(this[index], this[index + 1]))
    }
    return result
}
```

```
/**
 * Creates an [Iterable] instance that wraps the original char sequence returning its characters when being iterated.
 */
public fun CharSequence.asIterable(): Iterable<Char> {
    if (this is String && isEmpty()) return emptyList()
    return Iterable { this.iterator() }
}
```

```
/**
 * Creates a [Sequence] instance that wraps the original char sequence returning its characters when being iterated.
 */
public fun CharSequence.asSequence(): Sequence<Char> {
    if (this is String && isEmpty()) return emptySequence()
    return Sequence { this.iterator() }
}
```

```
/*
 * Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language contributors.
 * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.
 */

@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("StringsKt")
package kotlin.text

import kotlin.contracts.contract

/**
 * Returns a sub sequence of this char sequence having leading and trailing characters matching the [predicate] removed.
 */
@public fun <R>
CharSequence.trim(predicate: (Char) -> Boolean): CharSequence {
    var startIndex = 0
    var endIndex = length
    var startFound = false

    while (startIndex <= endIndex) {
        val index = if (!startFound) startIndex
        else endIndex
        val match = predicate(this[index])

        if (!startFound) {
            if (!match)
                startFound = true
            else
                startIndex += 1
        } else {
            if (!match)
                break
            else
                endIndex -= 1
        }
    }

    return subSequence(startIndex, endIndex + 1)
}
```

```
/**
 * Returns a string having leading and trailing characters matching the [predicate] removed.
 */
@public inline fun String.trim(predicate: (Char) -> Boolean): String =
    (this as CharSequence).trim(predicate).toString()
```

```
/**
 * Returns a sub sequence of this char sequence having leading characters matching the [predicate] removed.
 */
@public inline fun StringBuilder.trim(predicate: (Char) -> Boolean): StringBuilder {
    var var startIndexOf = 0
    var var endIndexOf = length
    while (startIndexOf == endIndexOf) {
        var var index = if (!startFound) startFound
        else endIndexOf
        var var match = predicate(this[index])
        if (!startFound) {
            if (!match)
                break
            else
                endIndex -= 1
        } else {
            if (!match)
                break
            else
                endIndex -= 1
        }
    }

    return subSequence(startIndex, endIndex + 1)
}
```

```
/**
 * Returns a string having leading and trailing characters matching the [predicate] removed.
 */
@public inline fun String.trim(predicate: (Char) -> Boolean): String =
    (this as CharSequence).trim(predicate).toString()
```

```
/**
 * Returns a sub sequence of this char sequence having leading characters matching the [predicate] removed.
 */
@public inline fun StringBuilder.trim(predicate: (Char) -> Boolean): StringBuilder {
    var var startIndexOf = 0
    var var endIndexOf = length
    while (startIndexOf == endIndexOf) {
        var var index = if (!startFound) startFound
        else endIndexOf
        var var match = predicate(this[index])
        if (!startFound) {
            if (!match)
                break
            else
                endIndex -= 1
        } else {
            if (!match)
                break
            else
                endIndex -= 1
        }
    }

    return subSequence(startIndex, endIndex + 1)
}
```
public inline fun String.trimStart(predicate: (Char) -> Boolean): String =
    (this as CharSequence).trimStart(predicate).toString()

/**
 * Returns a sub sequence of this char sequence having trailing characters matching the [predicate] removed.
 */
public inline fun CharSequence.trimEnd(vararg chars: Char): CharSequence =
    trimEnd { it in chars }

/**
 * Returns a string having trailing whitespace removed.
 */
public fun CharSequence.trim(): CharSequence =
    trim(Char::isWhitespace)

/**
 * Pads the string to the specified [length] at the beginning with the specified character or space.
 * @param length the desired string length.
 * @param padChar the character to pad string with, if it has length less than the [length] specified.
 * @return Returns a string having leading and trailing whitespace removed.
 */
public fun String.padStart(length: Int, padChar: Char = ' '): String =
    padStart(length, padChar)
public fun CharSequence.padEnd(length: Int, padChar: Char = ' '): CharSequence {
    if (length < 0)
        throw IllegalArgumentException("Desired length \$length is less than zero.\")
    if (length <= this.length)
        return this

    val sb = StringBuilder(length)
    sb.append(this)
    for (i in 1..(length - this.length))
        sb.append(padChar)
    return sb
}

/**
 * Pads the string to the specified \[length\] at the end with the specified character or space.
 * @param length the desired string length.
 * @param padChar the character to pad string with, if it has length less than the \[length\] specified. Space is used by default.
 * @return Returns a string of length at least \[length\] consisting of \`this` string appended with \[padChar\] as many times as are necessary to reach that length.
 * @sample samples.text.Strings.padEnd
 */

public fun String.padEnd(length: Int, padChar: Char = ' '): String =
    this as CharSequence).padEnd(length, padChar).toString()

/**
 * Returns \`true` if this nullable char sequence is either \`null\` or empty.
 * @sample samples.text.Strings.stringIsNullOrEmpty
 */
@kotlin.internal.InlineOnly
public inline fun CharSequence?.isEmpty(): Boolean {
    contract {
        returns(false) implies (this@isEmpty != null)
    }

    return this == null || this.length == 0
}

/**
 * Returns \`true` if this nullable char sequence is either \`null\` or empty or consists solely of whitespace characters.
 * @sample samples.text.Strings.stringIsNullOrBlank
 */
@kotlin.internal.InlineOnly
public inline fun CharSequence?.isNullOrBlank(): Boolean {
    contract {
        returns(false) implies (this@isNullOrBlank != null)
    }

    return this == null || this.isBlank()
}

public override fun nextChar(): Char = get(index++)

public override fun hasNext(): Boolean = index < length
}

/** Returns the string if it is not \`null\`, or the empty string otherwise.
 * @sample samples.text.Strings.stringIfEmpty
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline fun <C, R> C.ifEmpty(defaultValue: () -> R): R where C : CharSequence, C : R =
    if (isNullOrEmpty()) defaultValue() else this

/**
 * Returns this char sequence if it is not empty and doesn't consist solely of whitespace characters,
 * or the result of calling \[defaultValue\] function otherwise.
 * @sample samples.text.Strings.stringIfBlank
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline fun <C, R> C.ifBlank(defaultValue: () -> R): R where C : CharSequence, C : R =
    if (isBlank()) defaultValue() else this

public val CharSequence.indices: IntRange
    get() = 0..length - 1

public val CharSequence.lastIndex: Int
    get() = this.length - 1

public fun CharSequence.hasSurrogatePairAt(index: Int): Boolean {
    return index in 0..length - 2
            && this[index].isHighSurrogate()
            && this[index + 1].isLowSurrogate()
}

/**
 * Returns a substring specified by the given \[range\] of indices.
 * @sample samples.text.Strings.stringSubstring
 */

public fun String.substring(range: IntRange): String = substring(range.start, range.endInclusive + 1)

private fun IntRange.get(): IntRange
    get() = this

private fun IntRange.get(): String
    get() = this

private fun IntRange.get(): Char
    get() = this
old-named parameters.

- Replace parameter names with the same as those of [CharSequence.subSequence].

```kotlin
@kotlin.internal.InlineOnly
@Suppress("EXTENSION_SHADOWED_BY_MEMBER") // false
@Deprecated("Use parameters named start and end.", ReplaceWith("subSequence(start, end)"))

public inline fun String.subSequence(start: Int, end: Int): CharSequence = 
    subSequence(start, end)
```

```kotlin
/**
 * Returns a substring of chars from a range of this char sequence starting at
 * the [start] and ending right before the [end].
 *
 * @param start the start index (inclusive).
 * @param end the end index (exclusive). If not specified, the length of the char
 * sequence is used.
 */
@kotlin.internal.InlineOnly
public inline fun CharSequence.substring(startIndex: Int, endIndex: Int = length):
    String = subSequence(startIndex, endIndex).toString()
```

```kotlin
/**
 * Returns a substring before the first occurrence of [delimiter].
 */
public fun String.substringBefore(delimiter: Char, missingDelimiterValue: String = this): String {
    val index = indexOf(delimiter)
    return if (index == -1) missingDelimiterValue else substring(0, index)
}
```

```kotlin
/**
 * Returns a substring after the first occurrence of [delimiter].
 */
public fun String.substringAfter(delimiter: Char, missingDelimiterValue: String = this): String {
    val index = indexOf(delimiter)
    return if (index == -1) missingDelimiterValue else substring(index + 1, length)
}
```

```kotlin
/**
 * Returns a char sequence with content of this char sequence where its part at
 * the given range is replaced with the [replacement] char sequence.
 */
@UseExperimental(ExperimentalStdlibApi::class)
public fun CharSequence.replaceRange(startIndex: Int, endIndex: Int, replacement: CharSequence): CharSequence {
    if (endIndex < startIndex)
        throw IndexOutOfBoundsException("End index ($endIndex) is less than start index ($startIndex).
    val sb = StringBuilder()
    sb.appendRange(this, 0, startIndex)
    sb.append(replacement)
    sb.appendRange(this, endIndex, length)
    return sb
}
```

```kotlin
/**
 * Replaces the part of the string at the given range with the
 */
public fun String.substringAfterLast(delimiter: Char, missingDelimiterValue: String = this): String {
    val index = lastIndexOf(delimiter)
    return if (index == -1) missingDelimiterValue else substring(index + delimiter.length, length)
}
```

```kotlin
public fun String.substringBeforeLast(delimiter: Char, missingDelimiterValue: String = this): String {
    val index = lastIndexOf(delimiter)
    return if (index == -1) missingDelimiterValue else substring(0, index)
}
```

```kotlin
/**
 * Returns a substring before the last occurrence of [delimiter].
 */
public fun String.substringAfterLast(delimiter: Char, missingDelimiterValue: String = this): String {
    val index = lastIndexOf(delimiter)
    return if (index == -1) missingDelimiterValue else substring(index + delimiter.length, length)
}
```

```kotlin
/**
 * Returns a substring after the last occurrence of [delimiter].
 */
public fun String.substringAfterLast(delimiter: Char, missingDelimiterValue: String = this): String {
    val index = lastIndexOf(delimiter)
    return if (index == -1) missingDelimiterValue else substring(index + delimiter.length, length)
}
```

```kotlin
/**
 * Returns a substring before the next occurrence of [delimiter].
 */
public fun String.substringBeforeNext(delimiter: Char, missingDelimiterValue: String = this): String {
    val index = nextIndexOf(delimiter)
    return if (index == -1) missingDelimiterValue else substring(0, index)
}
```

```kotlin
/**
 * Returns a substring after the next occurrence of [delimiter].
 */
public fun String.substringAfterNext(delimiter: Char, missingDelimiterValue: String = this): String {
    val index = nextIndexOf(delimiter)
    return if (index == -1) missingDelimiterValue else substring(index + delimiter.length, length)
}
```

```kotlin
/**
 * Returns a substring before the next occurrence of [delimiter].
 */
public fun String.substringBeforeNext(delimiter: Char, missingDelimiterValue: String = this): String {
    val index = nextIndexOf(delimiter)
    return if (index == -1) missingDelimiterValue else substring(0, index)
}
```
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CharSequence, suffix: CharSequence): String {
    if ((length >= prefix.length + suffix.length) &&
        startsWith(prefix) && endsWith(suffix)) {
        return substring(prefix.length, length - suffix.length)
    }
    return this
}

/**
 * When this char sequence starts with and ends with the given [delimiter],
 * returns a new char sequence having this [delimiter] removed both from the start and end.
 * Otherwise returns a new char sequence with the same characters.
 */
public fun CharSequence.removeSurrounding(delimiter: CharSequence): String = removeSurrounding(delimiter, delimiter)

/**
 * Removes the given [delimiter] string from both the start and the end of this string.
 * if and only if it starts with and ends with the [delimiter].
 * Otherwise returns this string unchanged.
 */
public fun String.removeSurrounding(delimiter: CharSequence): String = removeSurrounding(delimiter, delimiter)

/**
 * Replace part of string before the first occurrence of given delimiter with the [replacement] string.
 * If the string does not contain the delimiter, returns [missingDelimiterValue] which defaults to the original string.
 */
public fun String.replaceBefore(delimiter: Char, replacement: String, missingDelimiterValue: String = this): String {
    val index = indexOf(delimiter)
    return if (index == -1) missingDelimiterValue else replaceRange(0, index, replacement)
}

/**
 * Replace part of string before the first occurrence of given delimiter with the [replacement] string.
 * If the string does not contain the delimiter, returns [missingDelimiterValue] which defaults to the original string.
 */
public fun String.replaceBefore(delimiter: String, replacement: String, missingDelimiterValue: String = this): String {
    val index = indexOf(delimiter)
    return if (index == -1) missingDelimiterValue else replaceRange(0, index + delimiter.length, replacement)
}

/**
 * Replace part of string after the first occurrence of given delimiter with the [replacement] string.
 * If the string does not contain the delimiter, returns [missingDelimiterValue] which defaults to the original string.
 */
public fun String.replaceAfter(delimiter: Char, replacement: String, missingDelimiterValue: String = this): String {
    val index = lastIndexOf(delimiter)
    return if (index == -1) missingDelimiterValue else replaceRange(index + 1, length, replacement)
}

/**
 * Replace part of string after the first occurrence of given delimiter with the [replacement] string.
 * If the string does not contain the delimiter, returns [missingDelimiterValue] which defaults to the original string.
 */
public fun String.replaceAfter(delimiter: String, replacement: String, missingDelimiterValue: String = this): String {
    val index = lastIndexOf(delimiter)
    return if (index == -1) missingDelimiterValue else replaceRange(index + delimiter.length, length, replacement)
}

/**
 * Replace part of string after the last occurrence of given delimiter with the [replacement] string.
 * If the string does not contain the delimiter, returns [missingDelimiterValue] which defaults to the original string.
 */
public fun String.replaceAfterLast(delimiter: Char, replacement: String, missingDelimiterValue: String = this): String {
    val index = lastIndexOf(delimiter)
    return if (index == -1) missingDelimiterValue else replaceRange(index + 1, length, replacement)
}

/**
 * Replace part of string after the last occurrence of given delimiter with the [replacement] string.
 * If the string does not contain the delimiter, returns [missingDelimiterValue] which defaults to the original string.
 */
public fun String.replaceAfterLast(delimiter: String, replacement: String, missingDelimiterValue: String = this): String {
    val index = lastIndexOf(delimiter)
    return if (index == -1) missingDelimiterValue else replaceRange(index + delimiter.length, length, replacement)
}

/**
 * Replace part of string before the last occurrence of given delimiter with the [replacement] string.
 * If the string does not contain the delimiter, returns [missingDelimiterValue] which defaults to the original string.
 */
public fun String.replaceBeforeLast(delimiter: Char, replacement: String, missingDelimiterValue: String = this): String {
    val index = lastIndexOf(delimiter)
    return if (index == -1) missingDelimiterValue else replaceRange(0, index, replacement)
}

/**
 * Replace part of string before the last occurrence of given delimiter with the [replacement] string.
 * If the string does not contain the delimiter, returns [missingDelimiterValue] which defaults to the original string.
 */
public fun String.replaceBeforeLast(delimiter: String, replacement: String, missingDelimiterValue: String = this): String {
    val index = lastIndexOf(delimiter)
    return if (index == -1) missingDelimiterValue else replaceRange(0, index + delimiter.length, replacement)
}


// public fun String.replace(oldChar: Char, newChar: Char, ignoreCase: Boolean): String // JVM- and JS-specific
// public fun String.replace(oldValue: String, newValue: String, ignoreCase: Boolean): String // JVM- and JS-specific

/**
 * Returns a new string obtained by replacing each substring of this char sequence that matches the given regular expression
 * with the given [replacement].
 * The [replacement] can consist of any combination of literal text and S-substitutions. To treat
the replacement string


*\n@kotlin.internal.InlineOnly\npublic inline fun CharSequence.replace(regex: Regex, replacement: String): String =
    regex.replace(this, replacement)\n
*\n@kotlin.internal.InlineOnly\npublic inline fun CharSequence.replace(regex: Regex, noninline transform: (MatchResult) -> CharSequence): String =
    regex.replace(this, transform)\n
*\n@kotlin.internal.InlineOnly\npublic inline fun CharSequence.replaceFirst(regex: Regex, replacement: String): String =
    regex.replaceFirst(this, replacement)\n
*\n@kotlin.internal.InlineOnly\npublic fun CharSequence.matches(regex: Regex): Boolean =
    regex.matches(this)\n
*\n@kotlin.internal.InlineOnly\npublic fun CharSequence.regionMatchesImpl(thisOffset: Int, other: CharSequence, otherOffset: Int, length: Int, ignoreCase: Boolean): Boolean {
    if ((otherOffset < 0) || (thisOffset < 0) || (thisOffset > this.length - length) ||
        (otherOffset > other.length - length)) {
        return false\n    }\n    for (index in 0 until length) {
        if

    } return

*\n@kotlin.internal.InlineOnly\npublic fun CharSequence.commonPrefixWith(other: CharSequence, ignoreCase: Boolean = false): String {
    val shortestLength = minOf(this.length, other.length)\n    var i = 0\n    while (i < shortestLength &&
        this[i].equals(other[i], ignoreCase) == true) {
        i++\n    }\n    if

*\n@kotlin.internal.InlineOnly\npublic fun CharSequence.commonSuffixWith(other: CharSequence, ignoreCase: Boolean = false): String {
    val thisLength = this.length\n    val otherLength = other.length\n    val shortestLength = minOf(thisLength, otherLength)\n    var i = 0\n    while (i < shortestLength &&
        this[i].equals(other[i], ignoreCase) == true) {
        i++\n    }\n    if

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toward the beginning of this string, and finds at each position the first element in [strings] that matches this string. To avoid ambiguous results when strings in [strings] have characters in common, this method proceeds from the end of the string.

    return -1 \n
For (index in startIndex.coerceAtLeast(0), lastIndex) \n
val charAtIndex = get(index) \n
if (chars.any { it.equals(charAtIndex, ignoreCase) }) \n
return index \n
} else {

    return nativeIndexOf(char, startIndex) \n
} \n

private fun CharSequence.indexOfAny(chars: CharArray, startIndex: Int = 0, ignoreCase: Boolean = false): Int {

    if (!ignoreCase && chars.size == 1) {
        val char = chars.single() \n
        return nativeIndexOf(char, startIndex) \n
    } else \n
        for (index in startIndex.coerceAtLeast(0)..lastIndex) {
            val matchingString = chars.firstOrNull { it.regionMatches(0, this, index, it.length, ignoreCase) } \n
            if (matchingString != null)
                return index
        }

    return -1
}

/**
 * Finds the index of the last occurrence of matched character from [chars] or -1 if none of [chars] are found.
 *
 * To ignore character case when matching a character. By default `false`.
 * @param ignoreCase `true` to ignore character case when matching a character. By default `false`
 * @return An index of the last occurrence of matched character from [chars] or -1 if none of [chars] are found.
 */
public fun CharSequence.lastIndexOfAny(chars: CharArray, startIndex: Int = lastIndex, ignoreCase: Boolean = false): Int {

    if (!ignoreCase && chars.size == 1 && this is String) {
        return -1
    } else {

        for (index in lastIndex.coerceAtLeast(0)..startIndex.coerceAtMost(lastIndex)) {
            val matchingString = chars.firstOrNull { it.regionMatches(0, this, index, it.length, ignoreCase) } \n
            if (matchingString != null)
                return index
        }

    return -1
}

/**
 * Finds the index of the first occurrence of matched character from [chars] or -1 if none of [chars] are found.
 *
 * To ignore character case when matching a character. By default `false`.
 * @param ignoreCase `true` to ignore character case when matching a character. By default `false`
 * @return An index of the first occurrence of matched character from [chars] or -1 if none of [chars] are found.
 */
public fun CharSequence.indexOfAny(chars: CharArray, startIndex: Int = 0, ignoreCase: Boolean = false): Int {

    if (!ignoreCase && chars.size == 1 && this is String) {
        return -1
    } else {

        for (index in startIndex.coerceAtLeast(0)..lastIndex) {
            val matchingString = chars.firstOrNull { it.regionMatches(0, this, index, it.length, ignoreCase) } \n
            if (matchingString != null)
                return index
        }

    return -1
}

/**
 * Finds the index of the last occurrence of any of the specified [chars] in this char sequence, \n * starting from the specified [startIndex] and optionally ignoring the case. By default `false`.
 * @param ignoreCase `true` to ignore character case when matching a character. By default `false`
 * @return A pair of an index of the first occurrence of matched character from [chars] or -1 if none of [chars] are found.
 * @param startIndex The index of character to start searching at. The search proceeds backward toward the beginning of the string.
 * @param ignoreCase `true` to ignore character case when matching a character. By default `false`
 * @return An index of the last occurrence of any of the specified [chars] in this char sequence, \n * starting from the specified [startIndex] and optionally ignoring the case.
 * @param ignoreCase `true` to ignore character case when matching a character. By default `false`
 * @return A pair of an index of the last occurrence of matched character from [chars] or -1 if none of [chars] are found.
 */
public fun CharSequence.findAnyOf(strings: Collection<String>, startIndex: Int = 0, ignoreCase: Boolean = false): Pair<Int, String>? =

    findAnyOf(strings, startIndex, ignoreCase, last = false)

/**
 * Finds the last occurrence of any of the specified [strings] in this char sequence, \n * starting from the specified [startIndex] and optionally ignoring the case. By default `false`.
 * @param ignoreCase `true` to ignore character case when matching a character. By default `false`
 * @return A pair of an index of the last occurrence of matched character from [strings] and the string matched or `null` if none of [strings] are found.
 * @param startIndex The index of character to start searching at. The search proceeds backward toward the beginning of the string.
 * @param ignoreCase `true` to ignore character case when matching a character. By default `false`
 * @return A pair of an index of the last occurrence of matched character from [strings] and the string matched or `null` if none of [strings] are found.
 */
public fun CharSequence.lastIndexOfAny(strings: Collection<String>, startIndex: Int = 0, ignoreCase: Boolean = false): Pair<Int, String>? =

    findAnyOf(strings, startIndex, ignoreCase, last = true)
string at that position.

```kotlin
/**
 * Finds the index of the first occurrence of any of the specified [strings] in this char sequence,
 * starting from the specified [startIndex] and optionally ignoring the case.
 * @param ignoreCase `true` to ignore character case when matching a string. By default `false`.
 * @return An index of the first occurrence of matched string from [strings] or -1 if none of [strings] are found.
 * @see [String.indexOf]
 */
public fun CharSequence.findFirstAnyOf(strings: Collection<String>, startIndex: Int = last, ignoreCase: Boolean = false): Int =
    findAnyOf(strings, startIndex, ignoreCase, last = true)?first ?: -1

/**
 * Finds the index of the last occurrence of any of the specified [strings] in this char sequence,
 * starting from the specified [startIndex] and optionally ignoring the case.
 * @param ignoreCase `true` to ignore character case when matching a string. By default `false`.
 * @return An index of the last occurrence of matched string from [strings] or -1 if none of [strings] are found.
 * @see [String.lastIndexOf]
 */
public fun CharSequence.findLastAnyOf(strings: Collection<String>, startIndex: Int = last, ignoreCase: Boolean = false): Int =
    findAnyOf(strings, startIndex, ignoreCase, last = true)?first ?: -1
```

---

```kotlin
/**
 * Returns the index within this char sequence of the first occurrence of the specified character,
 * starting from the specified [startIndex].
 * @param ignoreCase `true` to ignore character case when matching a character. By default `false`.
 * @return An index of the first occurrence of [char] or -1 if none is found.
 */
public fun CharSequence.indexOf(char: Char, startIndex: Int = 0, ignoreCase: Boolean = false): Int {
    return if (ignoreCase || this !is String)
        indexOfAny(charArrayOf(char), startIndex, ignoreCase)
    else
        nativeIndexOf(char, startIndex)
}

/**
 * Returns the index within this char sequence of the last occurrence of the specified character,
 * starting from the specified [startIndex].
 * @param startIndex The index of character to start searching at. The search proceeds backward
 * toward the beginning of the string. @param ignoreCase `true` to ignore character case when matching
 * a character. By default `false`.
 * @return An index of the last occurrence of [char] or -1 if none is found.
 */
public fun CharSequence.lastIndexOf(char: Char, startIndex: Int = lastIndex, ignoreCase: Boolean = false): Int {
    return if (ignoreCase || this !is String)
        lastIndexOfAny(charArrayOf(char), startIndex, ignoreCase)
    else
        nativeLastIndexOf(char, startIndex)
}
```

---

```kotlin
/**
 * Returns `true` if this char sequence contains the specified [other] sequence of characters as
 * a substring.
 * @param ignoreCase `true` to ignore character case when comparing strings. By default `false`.
 * @return An index of the last occurrence of [string] or -1 if none is found.
 */
@Suppress("INAPPLICABLE_OPERATOR_MODIFIER")
public operator fun CharSequence.contains(other: CharSequence, ignoreCase: Boolean = false): Boolean =
    if (other is String)
        indexOf(other, ignoreCase = ignoreCase) >= 0
    else
        indexOf(other, 0, length, ignoreCase) >=
```

---

```kotlin
// indexOf

/**
 * Returns the index within this char sequence of the first occurrence of the specified character,
 * starting from the specified [startIndex].
 * @param ignoreCase `true` to ignore character case when matching a character. By default `false`.
 * @return An index of the first occurrence of [char] or -1 if none is found.
 */
public fun CharSequence.indexOf(char: Char, startIndex: Int = 0, ignoreCase: Boolean = false): Int {
    return if (ignoreCase || this !is String)
        indexOfAny(charArrayOf(char), startIndex, ignoreCase)
    else
        nativeIndexOf(char, startIndex)
}
```

---

```kotlin
/**
 * Returns the index within this char sequence of the last occurrence of the specified character,
 * starting from the specified [startIndex].
 * @param startIndex The index of character to start searching at. The search proceeds backward
 * toward the beginning of the string. @param ignoreCase `true` to ignore character case when matching
 * a character. By default `false`.
 * @return An index of the last occurrence of [char] or -1 if none is found.
 */
public fun CharSequence.lastIndexOf(char: Char, startIndex: Int = lastIndex, ignoreCase: Boolean = false): Int {
    return if (ignoreCase || this !is String)
        lastIndexOfAny(charArrayOf(char), startIndex, ignoreCase)
    else
        nativeLastIndexOf(char, startIndex)
}
```

---

```kotlin
/**
 * Returns `true` if this char sequence contains the specified [other] sequence of characters as
 * a substring.
 * @param ignoreCase `true` to ignore character case when comparing strings. By default `false`.
 * @return An index of the last occurrence of [string] or -1 if none is found.
 */
@Suppress("INAPPLICABLE_OPERATOR_MODIFIER")
public operator fun CharSequence.contains(other: CharSequence, ignoreCase: Boolean = false): Boolean =
    if (other is String)
        indexOf(other, ignoreCase = ignoreCase) >= 0
    else
        indexOf(other, 0, length, ignoreCase) >=
```
Returns `true` if this char sequence contains the specified character [char].

* @param ignoreCase `true` to ignore character case when comparing characters. By default `false`.

* @param regex Determines whether or not this char sequence contains at least one match of the specified regular expression [regex].

* @param startInclusive Determines whether or not the search is performed within the first and last characters in the char sequence.

* @param endInclusive Determines whether or not the search is performed within the first and last characters in the char sequence.

* @param limit Determines the maximum number of substrings to return. Zero by default means no limit.

* @param startInclusive Determines whether or not the search is performed within the first and last characters in the char sequence.

* @param endInclusive Determines whether or not the search is performed within the first and last characters in the char sequence.

* @param limit Determines the maximum number of substrings to return. Zero by default means no limit.

* @param startInclusive Determines whether or not the search is performed within the first and last characters in the char sequence.

* @param endInclusive Determines whether or not the search is performed within the first and last characters in the char sequence.

* @param limit Determines the maximum number of substrings to return. Zero by default means no limit.

* @param startInclusive Determines whether or not the search is performed within the first and last characters in the char sequence.

* @param endInclusive Determines whether or not the search is performed within the first and last characters in the char sequence.

* @param limit Determines the maximum number of substrings to return. Zero by default means no limit.

* @param startInclusive Determines whether or not the search is performed within the first and last characters in the char sequence.

* @param endInclusive Determines whether or not the search is performed within the first and last characters in the char sequence.

* @param limit Determines the maximum number of substrings to return. Zero by default means no limit.

* @param startInclusive Determines whether or not the search is performed within the first and last characters in the char sequence.

* @param endInclusive Determines whether or not the search is performed within the first and last characters in the char sequence.

* @param limit Determines the maximum number of substrings to return. Zero by default means no limit.

* @param startInclusive Determines whether or not the search is performed within the first and last characters in the char sequence.

* @param endInclusive Determines whether or not the search is performed within the first and last characters in the char sequence.

* @param limit Determines the maximum number of substrings to return. Zero by default means no limit.

* @param startInclusive Determines whether or not the search is performed within the first and last characters in the char sequence.

* @param endInclusive Determines whether or not the search is performed within the first and last characters in the char sequence.

* @param limit Determines the maximum number of substrings to return. Zero by default means no limit.

* @param startInclusive Determines whether or not the search is performed within the first and last characters in the char sequence.

* @param endInclusive Determines whether or not the search is performed within the first and last characters in the char sequence.

* @param limit Determines the maximum number of substrings to return. Zero by default means no limit.

* @param startInclusive Determines whether or not the search is performed within the first and last characters in the char sequence.

* @param endInclusive Determines whether or not the search is performed within the first and last characters in the char sequence.

* @param limit Determines the maximum number of substrings to return. Zero by default means no limit.

* @param startInclusive Determines whether or not the search is performed within the first and last characters in the char sequence.

* @param endInclusive Determines whether or not the search is performed within the first and last characters in the char sequence.

* @param limit Determines the maximum number of substrings to return. Zero by default means no limit.

* @param startInclusive Determines whether or not the search is performed within the first and last characters in the char sequence.

* @param endInclusive Determines whether or not the search is performed within the first and last characters in the char sequence.

* @param limit Determines the maximum number of substrings to return. Zero by default means no limit.
a delimiter. By default `false`. \n * @param limit The maximum number of substrings to return. Zero by default means no limit is set.
 * @param ignoreCase `true` to ignore character case when matching a delimiter. By default `false`.
 * @param delimiters One or more characters to be used as delimiters.\n * @param ignoreCase `true` to ignore character case when matching a delimiter. By default `false`.
 * @param limit The maximum number of substrings to return. Zero by default means no limit is set.
 * @param ignoreCase `true` to avoid ambiguous results when strings in [delimiters] have characters in common, this method proceeds from \n * the beginning to the end of this string, and matches at each position the first element in [delimiters] that matches this string at that position.
 * @param limit The maximum number of substrings to return. Zero by default means no limit is set.
 * @param ignoreCase `true` to avoid ambiguous results when strings in [delimiters] have characters in common, this method proceeds from \n * the beginning to the end of this string, and matches at each position the first element in [delimiters] that is equal to a delimiter in this instance at that position.

CharSequence.split(vararg delimiters: String, ignoreCase: Boolean = false, limit: Int = 0): List<String> {
    if (delimiters.size == 1) {
        val delimiter = delimiters[0]
        if (!delimiter.isEmpty()) {
            return split(delimiter, ignoreCase, limit)
        }
    }

    return rangesDelimitedBy(delimiters, ignoreCase = ignoreCase, limit = limit).asIterable().map { substring(it) }
}

CharSequence.splitToSequence(vararg delimiters: Char, ignoreCase: Boolean = false, limit: Int = 0): Sequence<String> =
    rangesDelimitedBy(delimiters, ignoreCase = ignoreCase, limit = limit).map { substring(it) }

CharSequence.lineSequence(): Sequence<String> = splitToSequence("\r\n", "\n", "\r")

CharSequence.lines(): List<String> = lineSequence().toList()

Kotlin Programming Language contributors.

* Use of this source code is governed by the Apache 2.0 license that can be found in the LICENSE.txt file.
* @package kotlin.text
* @import kotlin.js.RegExp

 /**
 * Converts the characters in the specified array to a string.
 */
@SinceKotlin("1.2")
public actual fun String(chars: CharArray): String {
    var result = ""
    for (char in chars) {
        result += char
    }
    return result
}

 /**
 * Converts the characters from a portion of the specified array to a string.
 */
@SinceKotlin("1.2")
public actual fun String(chars: CharArray, offset: Int, length: Int): String {
    if (offset < 0 || length < 0 || chars.size - offset < length)
        throw IndexOutOfBoundsException("size: ${chars.size}; offset: $offset; length: $length")
    var result = ""
    for (index in offset until offset + length) {
        result += chars[index]
    }
    return result
}

 /**
 * Concatenates characters in this [CharArray] into a String.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public actual fun CharArray.concatToString(): String {
    var result = ""
    for (char in this) {
        result += char
    }
    return result
}

 /**
 * Concatenates characters in this [CharArray] or its subrange into a String.
 *
 * @param startIndex the beginning (inclusive) of the subrange of characters, 0 by default.
 * @param endIndex the end (exclusive) of the subrange of characters, size of this array by default.
 * @throws IndexOutOfBoundsException if [startIndex] is less than zero or [endIndex] is greater than the size of this array.
 */
@SinceKotlin("1.3")
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
@ExperimentalStdlibApi
public actual fun CharArray.concatToString(startIndex: Int = 0, endIndex: Int = this.size): String {
    AbstractList.checkBoundsIndexes(startIndex, endIndex, this.size)
    var result = ""
    for (index in startIndex until endIndex) {
        result += this[index]
    }
    return result
}

 /**
 * Decodes a string from the bytes in UTF-8 encoding in this array.
 *
 * Malformed byte sequences are replaced by the replacement char \uFFFD.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public actual fun ByteArray.decodeToString(): String {
    return decodeUtf8(this, 0, size, false)
}

 /**
 * Decodes a string from the bytes in UTF-8 encoding in this array or its subrange.
 *
 * @param startIndex the beginning (inclusive) of the subrange to decode, 0 by default.
 * @param endIndex the end (exclusive) of the subrange to decode, size of this array by default.
 * @throws IndexOutOfBoundsException if [startIndex] is less than zero or [endIndex] is greater than the length of this string.
 * @throws IllegalArgumentException if [startIndex] is greater than [endIndex].
 */
@SinceKotlin("1.3")
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
@ExperimentalStdlibApi
public actual fun ByteArray.decodeToString(
    startIndex: Int = 0,
    endIndex: Int = this.size,
    throwOnInvalidSequence: Boolean = false
): String {
    AbstractList.checkBoundsIndexes(startIndex, endIndex, this.size)
    return decodeUtf8(startIndex, endIndex, throwOnInvalidSequence)
}

 /**
 * Encodes this string to an array of bytes in UTF-8 encoding.
 *
 * Malformed char sequences are replaced by the replacement byte sequence \uFFFD.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public actual fun String.encodeUtf8(): ByteArray {
    return encodeUtf8(this, 0, length)
public actual fun String.encodeToByteArray(): ByteArray {
    return encodeUtf8(this, 0, length, false)
}

/**
 * Encodes this string or its substrings to an array of bytes in UTF-8 encoding.
 * @param startIndex the beginning (inclusive) of the substring to encode, 0 by default.
 * @param endIndex the end (exclusive) of the substring to encode, length of this string by default.
 * @throws IndexOutOfBoundsException if [startIndex] is less than zero or [endIndex] is greater than the length of this string.
 * @throws IllegalArgumentSequenceException if [startIndex] is greater than [endIndex].
 * @throws CharacterCodingException if this string contains malformed character sequence and [throwOnInvalidSequence] is true.
 * @return a copy of this string converted to upper case using the rules of the default locale.
 * @param sample samples.text.Strings.toUpperCase
 */
public actual fun String.encodeToByteArray(startIndex: Int = 0, endIndex: Int = this.length,
    throwOnInvalidSequence: Boolean = false): ByteArray {
    return encodeUtf8(this, startIndex, endIndex, throwOnInvalidSequence)
}

/**
 * Returns a copy of this string converted to upper case using the rules of the default locale.
 * @sample samples.text.Strings.toUpperCase
 */
public actual fun String.toUpperCase(): String = asDynamic().toUpperCase()

/**
 * Returns a copy of this string converted to lower case using the rules of the default locale.
 * @sample samples.text.Strings.toLowerCase
 */
public actual fun String.toLowerCase(): String = asDynamic().toLowerCase()

@kotlin.internal.InlineOnly
internal actual inline fun String.nativeIndexOf(str: String, fromIndex: Int): Int = asDynamic().indexOf(str, fromIndex)

@kotlin.internal.InlineOnly
internal actual inline fun String.nativeLastIndexOf(str: String, fromIndex: Int): Int = asDynamic().lastIndexOf(str, fromIndex)

@kotlin.internal.InlineOnly
internal inline fun String.nativeStartsWith(s: String, position: Int): Boolean = asDynamic().startsWith(s, position)

@kotlin.internal.InlineOnly
internal inline fun String.nativeEndsWith(s: String): Boolean = asDynamic().endsWith(s)

@kotlin.internal.InlineOnly
public actual inline fun String.substring(startIndex: Int): String = asDynamic().substring(startIndex)

@kotlin.internal.InlineOnly
public actual inline fun String.substring(startIndex: Int, endIndex: Int): String = asDynamic().substring(startIndex, endIndex)

@kotlin.internal.InlineOnly
public inline fun String.concat(str: String): String = asDynamic().concat(str)

@kotlin.internal.InlineOnly
public inline fun String.match(regex: String): Array<String>? = asDynamic().match(regex)

@SinceKotlin("1.2")
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual fun String.compareTo(other: String, ignoreCase: Boolean = false): Int {
    if (ignoreCase) {
        val n1 = this.length
        val n2 = other.length
        val min = minOf(n1, n2)
        if (min == 0) return n1 - n2
        var start = 0
        while (true) {
            val end = minOf(start + 16, min)
            var s1 = this.substring(start, end)
            var s2 = other.substring(start, end)
            if (s1 != s2) {
                s1 = s1.toUpperCase()
                s2 = s2.toUpperCase()
                if (s1 != s2) {
                    s1 = s1.toLowerCase()
                    s2 = s2.toLowerCase()
                    if (s1 != s2) {
                        return s1.compareTo(s2)
                    }
                }
                start = 0
                while (true) {
                    val end = minOf(start + 16, min)
                    var s1 = this.substring(start, end)
                    var s2 = other.substring(start, end)
                    if (s1 != s2) {
                        s1 = s1.toUpperCase()
                        s2 = s2.toUpperCase()
                        if (s1 != s2) {
                            return s1.compareTo(s2)
                        }
                    }
                    start = end
                    return n1 - n2
                    break
                }
            }
        }
    } else {
        return compareTo(other)
    }
}

private val STRING_CASE_INSENSITIVE_ORDER = Comparator<String> { a, b -> a.compareTo(b, ignoreCase = true) }

@SinceKotlin("1.2")
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
val String.Companion.CASE_INSENSITIVE_ORDER: Comparator<String>
    get() = STRING_CASE_INSENSITIVE_ORDER

/*
 * Copyright 2010-2019 JetBrains s.r.o. and Kotlin Programming Language contributors.
 * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.
 */
a new array of the specified [size], with all elements initialized to zero. */

    public constructor(size: Int) :
        this(ByteArray(size))

    /**
     * Returns the array element at the given [index]. This method can be called
     * using the index operator. */
    public operator fun get(index: Int): UByte = storage[index].toByte()

    /**
     * Sets the element at the given [index] to the given [value]. This method can be called
     * using the index operator. */
    public operator fun set(index: Int, value: UByte) {
        storage[index] = value.toByte()
    }

    /** Returns the number of elements in the array. */
    public override val size: Int get() = storage.size

    /** Creates an iterator over the array. */
    public override operator fun iterator(): UByteIterator = 
        Iterator(storage)

    private class Iterator(private val array: ByteArray) : UByteIterator() {
        private var index = 0
        override fun hasNext() = index < array.size
        override fun nextUByte() = if (index < array.size)
            array[index++].toUByte() else throw NoSuchElementException(index.toString())
    }

    override fun contains(element: UByte): Boolean {
        // TODO: Eliminate this check after KT-30016 gets fixed.
        // Currently JS BE does not generate special bridge method for this method.
        if ((element as Any?) !is UByte)
            return false
        return storage.contains(element.toByte())
    }

    override fun containsAll(elements: Collection<UByte>): Boolean {
        return (elements as Collection<*>).all { it is UByte &&
            storage.contains(it.toByte()) }
    }

    override fun isEmpty(): Boolean = this.storage.size == 0

    /**
     * Creates a new array of the specified [size], where each element is calculated by calling the specified
     * [init] function. */
    @SinceKotlin("1.3")
    @ExperimentalUnsignedTypes
    @kotlin.internal.InlineOnly
    public inline fun UByteArray(size: Int, init: (Int) -> UByte): UByteArray {
        return UByteArray(ByteArray(size) { index ->
            init(index).toByte()
        })
    }

    @SinceKotlin("1.3")
    @ExperimentalUnsignedTypes
    @kotlin.internal.InlineOnly
    public inline fun ubyteArrayOf(vararg elements: UByte): UByteArray = elements

    // Auto-generated file. DO NOT EDIT!

    package kotlin

    @SinceKotlin("1.3")
    @ExperimentalUnsignedTypes
    internal constructor(@PublishedApi internal val storage: IntArray) : Collection<UInt> {

        /** Creates a new
         * array of the specified [size], with all elements initialized to zero. */
        public constructor(size: Int) :
            this(IntArray(size))

        /**
         * Returns the array element at the given [index]. This method can be called using
         * the index operator. */
        public operator fun get(index: Int): UInt = storage[index].toUInt()

        /**
         * Sets the element at the given [index] to the given [value]. This method can be called using
         * the index operator. */
        public operator fun set(index: Int, value: UInt) {
            storage[index] = value.toInt()
        }

        /** Returns
         * the number of elements in the array. */
        public override val size: Int get() = storage.size

        /** Creates an
         * iterator over the elements of the array. */
        public override operator fun iterator(): UIntIterator = 
            Iterator(storage)

        private class Iterator(private val array: IntArray) : UIntIterator() {
            private var index = 0
            override fun hasNext() = index < array.size
            override fun nextUInt() = if (index < array.size)
                array[index++].toUInt() else throw NoSuchElementException(index.toString())
        }

        override fun contains(element: UInt): Boolean {
            // TODO: Eliminate this check after KT-30016 gets fixed.
            // Currently JS BE does not generate special bridge method for this method.
            if ((element as Any?) !is UInt)
                return false
            return storage.contains(element.toInt())
        }

        override fun containsAll(elements: Collection<UInt>): Boolean {
            return (elements as Collection<*>).all { it is UInt &&
                storage.contains(it.toInt()) }
        }

        override fun isEmpty(): Boolean = this.storage.size == 0
    }

    // Non-PUBLIC_PRIMARY_CONSTRUCTOR_OF_INLINE_CLASS
}
storage.contains(it.toInt()) } /*
    override fun isEmpty(): Boolean = this.storage.size == 0

    * Creates a new array of the specified [size], where each element is calculated by calling the specified [init]
    * function. * The function [init] is called for each array element sequentially starting from the first one. * It
    * should return the value for an array element given its index. */

@SinceKotlin("1.3") @ExperimentalUnsignedTypes @kotlin.internal.InlineOnly
@public inline fun UIntArray(size: Int, init: (Int) -> UInt): UIntArray { return UIntArray(IntArray(size) { index -> init(index).toInt() }) }

@SinceKotlin("1.3") @ExperimentalUnsignedTypes @kotlin.internal.InlineOnly
@public inline fun uintArrayOf(vararg elements: UInt): UIntArray = elements

@SinceKotlin("1.3") @ExperimentalUnsignedTypes @kotlin.internal.InlineOnly
@public inline fun ULongArray(size: Int, init: (Int) -> ULong): ULongArray {
    return ULongArray(LongArray(size) { index -> init(index).toLong() })
}

@SinceKotlin("1.3") @ExperimentalUnsignedTypes @kotlin.internal.InlineOnly
@public inline fun ulongArrayOf(vararg elements: ULong): ULongArray = elements

@SinceKotlin("1.3") @ExperimentalUnsignedTypes @kotlin.internal.InlineOnly
@public inline class ULong @PublishedApi internal constructor(@PublishedApi internal val storage: LongArray) : Collection<ULong> { /*
    * Creates a new array of the specified [size], with all elements initialized to zero. */

    public constructor(size: Int) : this(LongArray(size)).

    /**
     * Returns the array element at the given [index]. This method can be called using the index operator. * If the [index]
     * is out of bounds of this array, throws an [IndexOutOfBoundsException] except in Kotlin/JS. */
    public operator fun get(index: Int): ULong = storage[index].toULong()

    /**
     * Sets the element at the given [index] to the given [value]. This method can be called using the index operator. * If the [index]
     * is out of bounds of this array, throws an [IndexOutOfBoundsException] except in Kotlin/JS. */
    public operator fun set(index: Int, value: ULong) {
        storage[index] = value.toLong()
    }

    /** Returns the number of elements in the array. */
    public override val size: Int get() = storage.size

    /** Creates an iterator over the elements of the array. */
    public override operator fun iterator(): ULongIterator = Iterator(storage)

    private class Iterator(private val array: LongArray) : ULongIterator() {
        private var index = 0
        override fun hasNext() = index < array.size
        override fun nextULong() = if (index < array.size)
            array[index++].toULong() else throw NoSuchElementException(index.toString())
    }

    override fun contains(element: ULong): Boolean {
        // TODO: Eliminate this check after KT-30016 gets fixed.
        // Currently JS BE does not generate special bridge method for this method.
        if ((element as Any?) is ULong) return storage.contains(element.toLong())

        // This method can be called using the index operator. * If the [index]
        * is out of bounds of this array, throws an [IndexOutOfBoundsException] except in Kotlin/JS. */
    }

    override fun containsAll(elements: Collection<ULong>): Boolean {
        return (elements as Collection<*>).all { it is ULong && storage.contains(it.toLong()) } /*
    * Creates a new array of the specified [size], where each element is calculated by calling the specified [init]
    * function. * The function [init] is called for each array element sequentially starting from the first one. */

    override fun isEmpty(): Boolean = this.storage.size == 0
}

/**
   * Creates a new array of the specified [size], where each element is calculated by calling the specified [init]
   * function. * The function [init] is called for each array element sequentially starting from the first one. */
@SinceKotlin("1.3") @ExperimentalUnsignedTypes @kotlin.internal.InlineOnly
@public inline fun UIntArray(size: Int, init: (Int) -> UInt): UIntArray { return UIntArray(IntArray(size) { index -> init(index).toInt() }) }

@SinceKotlin("1.3") @ExperimentalUnsignedTypes @kotlin.internal.InlineOnly
@public inline fun uintArrayOf(vararg elements: UInt): UIntArray = elements

@SinceKotlin("1.3") @ExperimentalUnsignedTypes @kotlin.internal.InlineOnly
@public inline fun ULongArray(size: Int, init: (Int) -> ULong): ULongArray {
    return ULongArray(LongArray(size) { index -> init(index).toLong() })
}

@SinceKotlin("1.3") @ExperimentalUnsignedTypes @kotlin.internal.InlineOnly
@public inline fun ulongArrayOf(vararg elements: ULong): ULongArray = elements

@SinceKotlin("1.3") @ExperimentalUnsignedTypes @kotlin.internal.InlineOnly
@public inline class ULong @PublishedApi internal constructor(@PublishedApi internal val storage: LongArray) : Collection<ULong> { /*
    * Creates a new array of the specified [size], with all elements initialized to zero. */

    public constructor(size: Int) : this(LongArray(size)).

    /**
     * Returns the array element at the given [index]. This method can be called using the index operator. * If the [index]
     * is out of bounds of this array, throws an [IndexOutOfBoundsException] except in Kotlin/JS. */
    public operator fun get(index: Int): ULong = storage[index].toULong()

    /**
     * Sets the element at the given [index] to the given [value]. This method can be called using the index operator. * If the [index]
     * is out of bounds of this array, throws an [IndexOutOfBoundsException] except in Kotlin/JS. */
    public operator fun set(index: Int, value: ULong) {
        storage[index] = value.toLong()
    }

    /** Returns the number of elements in the array. */
    public override val size: Int get() = storage.size

    /** Creates an iterator over the elements of the array. */
    public override operator fun iterator(): ULongIterator = Iterator(storage)

    private class Iterator(private val array: LongArray) : ULongIterator() {
        private var index = 0
        override fun hasNext() = index < array.size
        override fun nextULong() = if (index < array.size)
            array[index++].toULong() else throw NoSuchElementException(index.toString())
    }

    override fun contains(element: ULong): Boolean {
        // TODO: Eliminate this check after KT-30016 gets fixed.
        // Currently JS BE does not generate special bridge method for this method.
        if ((element as Any?) is ULong) return storage.contains(element.toLong())

        // This method can be called using the index operator. * If the [index]
        * is out of bounds of this array, throws an [IndexOutOfBoundsException] except in Kotlin/JS. */
    }

    override fun containsAll(elements: Collection<ULong>): Boolean {
        return (elements as Collection<*>).all { it is ULong && storage.contains(it.toLong()) } /*
    * Creates a new array of the specified [size], where each element is calculated by calling the specified [init]
    * function. * The function [init] is called for each array element sequentially starting from the first one. */

    override fun isEmpty(): Boolean = this.storage.size == 0
}
ULong can have.

 */
        public const val MAX_VALUE: ULong = ULong(-1)

        /**
         * The number of bytes used to represent an instance of ULong in a binary form.
         */
        public const val SIZE_BYTES: Int = 8

        /**
         * The number of bits used to represent an instance of ULong in a binary form.
         */
        public const val SIZE_BITS: Int = 64

    }

    /**
     * Compares this value with the specified value for order.
     * Returns zero if this value is equal to the specified other value, a negative number if it's less than other, or a positive number if it's greater than other.
     */
    public inline operator fun compareTo(other: UByte): Int = this.compareTo(other.toULong())

    /**
     * Compares this value with the specified value for order.
     * Returns zero if this value is equal to the specified other value, a negative number if it's less than other, or a positive number if it's greater than other.
     */
    public inline operator fun compareTo(other: UShort): Int = this.compareTo(other.toULong())

    /**
     * Compares this value with the specified value for order.
     * Returns zero if this value is equal to the specified other value, a negative number if it's less than other, or a positive number if it's greater than other.
     */
    public inline operator fun compareTo(other: UInt): Int = this.compareTo(other.toULong())

    /**
     * Compares this value with the specified value for order.
     * Returns zero if this value is equal to the specified other value, a negative number if it's less than other, or a positive number if it's greater than other.
     */
    public inline operator fun compareTo(other: ULong): Int = ulongCompare(this.data, other.data)

    /** Adds the other value to this value. */
    public inline operator fun plus(other: UByte): ULong = this.plus(other.toULong())

    /** Adds the other value to this value. */
    public inline operator fun plus(other: UShort): ULong = this.plus(other.toULong())

    /** Adds the other value to this value. */
    public inline operator fun plus(other: UInt): ULong = this.plus(other.toULong())

    /** Adds the other value to this value. */
    public inline operator fun plus(other: ULong): ULong = ULong(this.data.plus(other.data))

    /** Subtracts the other value from this value. */
    public inline operator fun minus(other: UByte): ULong = this.minus(other.toULong())

    /** Subtracts the other value from this value. */
    public inline operator fun minus(other: UShort): ULong = this.minus(other.toULong())

    /** Subtracts the other value from this value. */
    public inline operator fun minus(other: UInt): ULong = this.minus(other.toULong())

    /** Subtracts the other value from this value. */
    public inline operator fun minus(other: ULong): ULong = ULong(this.data.minus(other.data))

    /** Multiplies this value by the other value. */
    public inline operator fun times(other: UByte): ULong = this.times(other.toULong())

    /** Multiplies this value by the other value. */
    public inline operator fun times(other: UShort): ULong = this.times(other.toULong())

    /** Multiplies this value by the other value. */
    public inline operator fun times(other: UInt): ULong = this.times(other.toULong())

    /** Multiplies this value by the other value. */
    public inline operator fun times(other: ULong): ULong = ULong(this.data.times(other.data))

    /** Divides this value by the other value. */
    public inline operator fun div(other: UByte): ULong = this.div(other.toULong())

    /** Divides this value by the other value. */
    public inline operator fun div(other: UShort): ULong = this.div(other.toULong())

    /** Divides this value by the other value. */
    public inline operator fun div(other: UInt): ULong = this.div(other.toULong())

    /** Divides this value by the other value. */
    public inline operator fun div(other: ULong): ULong = ulongDivide(this, other)

    /** Calculates the remainder of dividing this value by the other value. */
    public inline operator fun rem(other: UByte): ULong = this.rem(other.toULong())

    /** Calculates the remainder of dividing this value by the other value. */
    public inline operator fun rem(other: UShort): ULong = this.rem(other.toULong())

    /** Calculates the remainder of dividing this value by the other value. */
    public inline operator fun rem(other: UInt): ULong = this.rem(other.toULong())

    /** Calculates the remainder of dividing this value by the other value. */
    public inline operator fun rem(other: ULong): ULong = this.rem(other.toULong())

    /** Divides this value by the other value. */
    public inline operator fun div(other: UByte): ULong = this.div(other.toULong())

    /** Divides this value by the other value. */
    public inline operator fun div(other: UShort): ULong = this.div(other.toULong())

    /** Divides this value by the other value. */
    public inline operator fun div(other: UInt): ULong = this.div(other.toULong())

    /** Divides this value by the other value. */
    public inline operator fun div(other: ULong): ULong = ulongDivide(this, other)

    /** Calculates the remainder of dividing this value by the other value. */
    public inline operator fun rem(other: UByte): ULong = this.rem(other.toULong())

    /** Calculates the remainder of dividing this value by the other value. */
    public inline operator fun rem(other: UShort): ULong = this.rem(other.toULong())

    /** Calculates the remainder of dividing this value by the other value. */
    public inline operator fun rem(other: UInt): ULong = this.rem(other.toULong())

    /** Calculates the remainder of dividing this value by the other value. */
    public inline operator fun rem(other: ULong): ULong = this.rem(other.toULong())
/**
     * Converts this [ULong] value to [Double].
     *
     * The resulting value is the closest `Double` to this
     * selected.
     */
    @kotlin.internal.InlineOnly
    public inline fun toFloat(): Float = this.toDouble().toFloat()
The `ULong` value.

* In case when this `ULong` value is exactly between two `Double`
  * the one with zero at least significant bit of mantissa is selected.

*/
@kotlin.internal.InlineOnly
public inline funtoDouble():
  * Double = ulongToDouble(data)
  * public override fun toString(): String = ulongToString(data)

* Converts this `Byte` value to `[ULong]`.
  * If this value is positive, the resulting `ULong` value represents the
    same numerical value as this `Byte`. *
  * The least significant 8 bits of the resulting `ULong` value are the same as the
    bits of this `Byte` value.
  * whereas the most significant 56 bits are filled with the sign bit of this value.

*/
@kotlin.internal.InlineOnly
public inline fun toDouble(): Double = ulongToDouble(data)

public override fun toString(): String = ulongToString(data)

/**
 * Converts this `Byte` value to `[ULong]`.
  * If this value is positive, the resulting `ULong` value represents the same numerical value as this `Byte`
  * The least significant 16 bits of the resulting `ULong` value are the same as the bits of this `Byte` value.
  * whereas the most significant 48 bits are filled with the sign bit of this value.

*/
@kotlin.internal.InlineOnly
public inline fun Byte.toULong(): ULong = ULong(this.toLong())

/**
 * Converts this `Short` value to `[ULong]`.
  * If this value is positive, the resulting `ULong` value represents the same numerical value as this `Int`
  * The least significant 32 bits of the resulting `ULong` value are the same as the bits of this `Int` value.
  * whereas the most significant 32 bits are filled with the sign bit of this value.

*/
@kotlin.internal.InlineOnly
public inline fun Short.toULong(): ULong = ULong(this.toLong())

/**
 * Converts this `Int` value to `[ULong]`.
  * If this value is positive, the resulting `ULong` value represents the same numerical value as this `Int`
  * The least significant 32 bits of the resulting `ULong` value are the same as the bits of this `Int` value.
  * whereas the most significant 32 bits are filled with the sign bit of this value.

*/
@kotlin.internal.InlineOnly
public inline fun Int.toULong(): ULong = ULong(this.toLong())

/**
 * Converts this `Long` value to `[ULong]`.
  * If this value is positive, the resulting `ULong` value represents the same numerical value as this `Long` value.

*/
@kotlin.internal.InlineOnly
public inline fun Long.toULong(): ULong = ULong(this)

/**
 * Converts this `Float` value to `[ULong]`.
  * The fractional part, if any, is rounded down towards zero.
  * Returns zero if this `Float` value is negative or `NaN`.

*/
@kotlin.internal.InlineOnly
public inline fun Float.toULong(): ULong = doubleToULong(this.toDouble())

/**
 * Converts this `Double` value to `[ULong]`.
  * The fractional part, if any, is rounded down towards zero.
  * Returns zero if this `Double` value is negative or `NaN`.

*/
@kotlin.internal.InlineOnly
public inline fun Double.toULong(): ULong = doubleToULong(this)

/**
 * Converts this `Byte` value to `[ULong]`.
  * If this value is positive, the resulting `ULong` value represents the same numerical value as this `Byte`
  * The least significant 16 bits of the resulting `ULong` value are the same as the bits of this `Byte` value.
  * whereas the most significant 56 bits are filled with the sign bit of this value.

*/
@kotlin.internal.InlineOnly
public inline fun Byte.toULong(): ULong = ULong(this.toLong())

/**
 * Converts this `Short` value to `[ULong]`.
  * If this value is positive, the resulting `ULong` value represents the same numerical value as this `Int`
  * The least significant 32 bits of the resulting `ULong` value are the same as the bits of this `Int` value.
  * whereas the most significant 32 bits are filled with the sign bit of this value.

*/
@kotlin.internal.InlineOnly
public inline fun Short.toULong(): ULong = ULong(this.toLong())

/**
 * Converts this `Int` value to `[ULong]`.
  * If this value is positive, the resulting `ULong` value represents the same numerical value as this `Int`
  * The least significant 32 bits of the resulting `ULong` value are the same as the bits of this `Int` value.
  * whereas the most significant 32 bits are filled with the sign bit of this value.

*/
@kotlin.internal.InlineOnly
public inline fun Int.toULong(): ULong = ULong(this.toLong())

/**
 * Converts this `Long` value to `[ULong]`.
  * If this value is positive, the resulting `ULong` value represents the same numerical value as this `Long` value.

*/
@kotlin.internal.InlineOnly
public inline fun Long.toULong(): ULong = ULong(this)

/**
 * Converts this `Float` value to `[ULong]`.
  * The fractional part, if any, is rounded down towards zero.
  * Returns zero if this `Float` value is negative or `NaN`.

*/
@kotlin.internal.InlineOnly
public inline fun Float.toULong(): ULong = doubleToULong(this.toDouble())

/**
 * Converts this `Double` value to `[ULong]`.
  * The fractional part, if any, is rounded down towards zero.
  * Returns zero if this `Double` value is negative or `NaN`.

*/
@kotlin.internal.InlineOnly
public inline fun Double.toULong(): ULong = doubleToULong(this)
fun contains(element: UShort): Boolean {
    // TODO: Eliminate this check after KT-30016 gets fixed.
    if ((element as Any?) is UShort) return false

    element.toString() // this should return storage.contains(element.toString())
    override fun containsAll(elements: Collection<UShort>): Boolean {
        return storage.contains(element.toString())
    }

    override fun isEmpty(): Boolean = this.storage.size == 0
}

/**
 * Creates a new array of the specified [size], where each element is calculated by calling the specified
 * [init] function. The function [init] is called for each array element sequentially starting from the first one.
 * It should return the value for an array element given its index.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray(size: Int, init: (Int) -> UShort): UShortArray {
    return UShortArray(ShortArray(size) { index ->
        init(index).toShort()
    })
}

/**
 * Returns 1st *element* from the array.
 * If the size of this array is less than 1, throws an [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline operator fun UIntArray.component1(): UInt {
    return get(0)
}

/**
 * Returns 2nd *element* from the array.
 * If the size of this array is less than 2, throws an [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline operator fun UByteArray.component1(): UByte {
    return get(0)
}

/**
 * Returns 1st *element* from the array.
 * If the size of this array is less than 1, throws an [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline operator fun UByteArray.component1(): UByte {
    return get(0)
}

/**
 * Returns 1st *element* from the array.
 * If the size of this array is less than 1, throws an [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline operator fun ULongArray.component1(): ULong {
    return get(0)
}

/**
 * Returns 2nd *element* from the array.
 * If the size of this array is less than 2, throws an [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline operator fun ULongArray.component2(): ULong {
    return get(1)
}

/**
 * Returns 1st *element* from the array.
 * If the size of this array is less than 1, throws an [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline operator fun UByteArray.component2(): UByte {
    return get(1)
}

/**
 * Returns 2nd *element* from the array.
 * If the size of this array is less than 2, throws an [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline operator fun UByteArray.component2(): UByte {
    return get(1)
}
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
UShortArray.elementAtOrNull(index: Int): UShort? {
    return this.getOrNull(index)
}

/**
 * Returns the first element matching the given [predicate], or `null` if such element was found.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
UIntArray.find(predicate: (UInt) -> Boolean): UInt? {
    return firstOrNull(predicate)
}

/**
 * Returns the first element matching the given [predicate], or `null` if no such element was found.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
ULongArray.findLast(predicate: (ULong) -> Boolean): ULong? {
    return lastOrNull(predicate)
}

/**
 * Returns the first element matching the given [predicate], or `null` if such element was found.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
UByteArray.findLast(predicate: (UByte) -> Boolean): UByte? {
    return lastOrNull(predicate)
}

/**
 * Returns the first element matching the given [predicate], or `null` if no such element was found.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
UShortArray.findLast(predicate: (UShort) -> Boolean): UShort? {
    return lastOrNull(predicate)
}

/**
 * Returns first element.
 * @throws [NoSuchElementException] if the array is empty.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
UIntArray.first(): UInt {
    return storage.first().toUInt()
}

/**
 * Returns first element.
 * @throws [NoSuchElementException] if the array is empty.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
ULongArray.first(): ULong {
    return storage.first().toULong()
}

/**
 * Returns first element.
 * @throws [NoSuchElementException] if the array is empty.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
UByteArray.first(): UByte {
    return storage.first().toUByte()
}

/**
 * Returns first element.
 * @throws [NoSuchElementException] if no such element is found.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
UShortArray.first(): UShort {
    return storage.first().toUShort()
}

/**
 * Returns the first element matching the given [predicate].
 * @throws [NoSuchElementException] if no such element is found.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
UIntArray.first(predicate: (UInt) -> Boolean): UInt {
    for (element in this) if (predicate(element)) return
    throw NoSuchElementException("Array contains no element matching the predicate.")
}

/**
 * Returns the first element matching the given [predicate].
 * @throws [NoSuchElementException] if no such element is found.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
ULongArray.first(predicate: (ULong) -> Boolean): ULong {
    for (element in this) if (predicate(element)) return
    throw NoSuchElementException("Array contains no element matching the predicate.")
}

/**
 * Returns the first element matching the given [predicate].
 * @throws [NoSuchElementException] if no such element is found.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
UByteArray.first(predicate: (UByte) -> Boolean): UByte {
    for (element in this) if (predicate(element)) return
    throw NoSuchElementException("Array contains no element matching the predicate.")
}

/**
 * Returns the first element matching the given [predicate].
 * @throws [NoSuchElementException] if no such element is found.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
UShortArray.first(predicate: (UShort) -> Boolean): UShort {
    for (element in this) if (predicate(element)) return
    throw NoSuchElementException("Array contains no element matching the predicate.")
}
element is found.

*\@SinceKotlin("1.3.\")\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\\@public inline fun UByteArray.first(predicate: (UByte) -> Boolean): UByte {\n    for (element in this) if (predicate(element)) return element
    throw NoSuchElementException("Array contains no element matching the predicate.").\n\n    *\@SinceKotlin("1.3.\")\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\\@public inline fun UShortArray.first(predicate: (UShort) -> Boolean): UShort {\n        for (element in this) if (predicate(element)) return element
        throw NoSuchElementException("Array contains no element matching the predicate.").\n\n    *\@SinceKotlin("1.3.\")\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\\@public inline fun UIntArray.firstOrNull(): UInt? {\n        return if (isEmpty()) null else this[0]
\n    *\@SinceKotlin("1.3.\")\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\\@public inline fun ULongArray.firstOrNull(): ULong? {\n        return if (isEmpty()) null else this[0]
\n    *\@SinceKotlin("1.3.\")\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\\@public inline fun UByteArray.firstOrNull(): UByte? {\n        return if (isEmpty()) null else this[0]
\n    *\@SinceKotlin("1.3.\")\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\\@public inline fun UShortArray.firstOrNull(): UShort? {\n        return if (isEmpty()) null else this[0]
\n    *\@SinceKotlin("1.3.\")\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\\@public inline fun UIntArray.getOrElse(index: Int, defaultValue: (Int) -> UInt): UInt {\n        return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
\n    *\@SinceKotlin("1.3.\")\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\\@public inline fun ULongArray.getOrElse(index: Int, defaultValue: (Int) -> ULong): ULong {\n        return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
\n    *\@SinceKotlin("1.3.\")\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\\@public inline fun UByteArray.getOrElse(index: Int, defaultValue: (Int) -> UByte): UByte {\n        return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
\n    *\@SinceKotlin("1.3.\")\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\\@public inline fun UShortArray.getOrElse(index: Int, defaultValue: (Int) -> UShort): UShort {\n        return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
lastIndex) get(index) else defaultValue(index)\n\n\n* Returns an element at the given [index] or `null` if the
[index] is out of bounds of this array.\n*\n
\n
UIntArray.getOrNull(index: Int): UInt? {\n    return if (index >= 0 && index <= lastIndex) get(index) else
null\n\n\n* Returns an element at the given [index] or `null` if the [index] is out of bounds of this array.\n*\n
\n
UByteArray.getOrNull(index: Int): UByte? {\n    return if (index >= 0 && index <= lastIndex) get(index) else null\n\n\n* Returns an element at the given [index] or `null` if the [index] is out of bounds of this array.\n*\n
\n
UShortArray.getOrNull(index: Int): UShort? {\n    return if (index >= 0 && index <= lastIndex) get(index) else null\n\n\n* Returns an element at the given [index] or `null` if the [index] is out of bounds of this array.\n*\n
\n
"Open Source Used In DNAC Platform Frey 2285"
UByteArray.indexOfLast(predicate: (UByte) -> Boolean): Int {
    return storage.indexOfLast {
        predicate(it.toUByte()) } 
    * Returns index of the last element matching the given [predicate], or -1 if
        the array does not contain such element.
}

UIntegerArray.indexOfLast(predicate: (UInteger) -> Boolean): Int {
    return storage.indexOfLast {
        predicate(it.toUInteger()) } 
    * @throws [NoSuchElementException] if the array is empty.
}

UIntegerArray.lastIndexOf(element: UInteger): Int {
    return storage.lastIndexOf(element.toInt()) 
    * Returns last index of [element], or -1 if the array does not contain [element].
}

UIntegerArray.lastIndexOf(predicate: (UInteger) -> Boolean): UInteger {
    for (index in this.indices.reversed()) {
        val element = this[index]
        if (predicate(element)) return element
    }
    throw NoSuchElementException("Array contains no element matching the predicate.")
}

UIntegerArray.lastIndexOf(element: UByte): UByte {
    return storage.lastIndexOf(element.toByte()) 
    * Returns last index of [element], or -1 if the array does not contain [element].
}

UIntegerArray.lastIndexOf(element: UShort): UShort {
    return storage.lastIndexOf(element.toUShort()) 
    * Returns last index of [element], or -1 if the array does not contain [element].
}

UIntegerArray.lastIndexOf(element: UByte): UByte {
    return storage.lastIndexOf(element.toUByte()) 
    * Returns last index of [element], or -1 if the array does not contain [element].
}

UIntegerArray.lastIndexOf(element: UShort): UShort {
    return storage.lastIndexOf(element.toUShort()) 
    * Returns last index of [element], or -1 if the array does not contain [element].
}
**External Link:**

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```kotlin
UShortArray.lastIndexOf(element: UShort): Int {
    return storage.lastIndexOf(element.toShort())
}

/**
 * Returns the last element, or `null` if the array is empty.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UIntArray.lastOrNull(): UInt? {
    return if (isEmpty()) null else this[size - 1]
}

/**
 * Returns the last element matching the given [predicate], or `null` if no such element was found.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.lastOrNull(predicate: (UInt) -> Boolean): UInt? {
    for (index in this.indices.reversed()) {
        val element = this[index]
        if (predicate(element)) return element
    }
    return null
}

/**
 * Returns a random element from this array.
 * 
 * @throws NoSuchElementException if this array is empty.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.random(): UInt {
    return random(Random)
}

/**
 * Returns a random element from this array using the specified source of randomness.
 * 
 * @throws NoSuchElementException if this array is empty.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UIntArray.random(random: Random): UInt {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return get(random.nextInt(size))
}

/**
 * Returns a random element from this array.
 * 
 * @throws NoSuchElementException if this array is empty.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun ULongArray.random(random: Random): ULong {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return get(random.nextInt(size))
}

/**
 * Returns a random element from this array using the specified source of randomness.
 * 
 * @throws NoSuchElementException if this array is empty.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UByteArray.random(random: Random): UByte {
    return random(Random)
}

/**
 * Returns a random element from this array.
 * 
 * @throws NoSuchElementException if this array is empty.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UShortArray.random(random: Random): UShort {
    return random(Random)
}
```

---

Open Source Used In DNAC Platform Frey 2287
public fun UByteArray.randomOrNull(random: Random): UByte? {
    return random.nextByte()}

/**
 * Returns a random element from this array, or null if this array is empty.
 * @throws NoSuchElementException if this array is empty.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UShortArray.randomOrNull(random: Random): UShort? {
    return random.nextUByte()}

/**
 * Returns a random element from this array, or null if this array is empty.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UIntArray.randomOrNull(random: Random): UInt? {
    return random.nextUShort()}

/**
 * Returns a random element from this array, or null if this array is empty.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun ULongArray.randomOrNull(random: Random): ULong? {
    return random.nextULong()}

/**
 * Returns a random element from this array, or null if this array is empty.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UByteArray.randomOrNull(random: Random): UByte? {
    return random.nextUByteArray()}

/**
 * Returns a random element from this array, or null if this array is empty.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UShortArray.randomOrNull(random: Random): UShort? {
    return random.nextUByteArray()}

/**
 * Returns a random element from this array, or null if this array is empty.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@ExperimentalUnsignedInts
public fun UShortArray.random(random: Random): UShort {
    return get(random.nextInt(size))}

/**
 * Returns a random element from this array, or null if this array is empty.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UIntArray.random(random: Random): UInt {
    return get(random.nextInt(size))}

/**
 * Returns a random element from this array, or null if this array is empty.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun ULongArray.random(random: Random): ULong {
    return get(random.nextInt(size))}

/**
 * Returns a random element from this array, or null if this array is empty.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@ExperimentalUnsignedInts
@kotlin.internal.InlineOnly
public inline fun UIntArray.randomOrNull(): UInt? {
    return randomOrNull(Random())}

/**
 * Returns a random element from this array, or null if this array is empty.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@ExperimentalUnsignedInts
@kotlin.internal.InlineOnly
public inline fun UShortArray.randomOrNull(): UShort? {
    return randomOrNull(Random())}

/**
 * Returns a random element from this array, or null if this array is empty.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@ExperimentalUnsignedInts
@kotlin.internal.InlineOnly
public inline fun UByteArray.randomOrNull(): UByte? {
    return randomOrNull(Random())}

/**
 * Returns a random element from this array, or null if this array is empty.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@ExperimentalUnsignedInts
@kotlin.internal.InlineOnly
public inline fun UShortArray.randomOrNull(): UShort? {
    return randomOrNull(Random())}

/**
 * Returns the single element, or throws an exception if the array is empty or has more than one element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.single(): UInt {
    return storage.single().toUInt()}

/**
 * Returns the single element, or throws an exception if the array is empty or has more than one element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.single(): ULong {
    return storage.single().toULong()}

/**
 * Returns the single element, or throws an exception if the array is empty or has more than one element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.single(): UByte {
    return storage.single().toUByte()}

/**
 * Returns the single element, or throws an exception if the array is empty or has more than one element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.single(): UShort {
    return storage.single().toUShort()}

/**
 * Returns the single element matching the given predicate, or throws exception if there is no or more than one matching element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.single(predicate: (UInt) -> Boolean): UInt {
    var single: UInt? = null
    var found = false
    for

for (element in this) { if (predicate(element)) { if (found) return null
single = element
found = true
} } if (!found) return null
return single
}

/**
 * Returns the single element matching the given [predicate], or `null` if element was not found or more than one element was found.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline fun UShortArray.singleOrNull(predicate: (UShort) -> Boolean): UShort? {
    var single: UShort? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) return null
            single = element
            found = true
        }
    }
    if (!found) return null
    return single
}

/**
 * Returns the list containing all elements except first [n] elements.
 * @throws IllegalArgumentException if [n] is negative.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.drop(n: Int): List<UShort> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return takeLast((size - n).coerceAtLeast(0))
}

/**
 * Returns a list containing all elements except first [n] elements.
 * @throws IllegalArgumentException if [n] is negative.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UShortArray.drop(n: Int): List<UShort> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return takeLast((size - n).coerceAtLeast(0))
}

/**
 * Returns a list containing all elements except first [n] elements.
 * @throws IllegalArgumentException if [n] is negative.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UIntArray.drop(n: Int): List<UInt> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return takeLast((size - n).coerceAtLeast(0))
}

/**
 * Returns a list containing all elements except last [n] elements.
 * @throws IllegalArgumentException if [n] is negative.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UIntArray.dropLast(n: Int): List<UInt> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return take((size - n).coerceAtLeast(0))
}

/**
 * Returns a list containing all elements except last [n] elements.
 * @throws IllegalArgumentException if [n] is negative.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun ULongArray.dropLast(n: Int): List<ULong> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return take((size - n).coerceAtLeast(0))
}

/**
 * Returns a list containing all elements except last [n] elements.
 * @throws IllegalArgumentException if [n] is negative.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UByteArray.dropLast(n: Int): List<UByte> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return take((size - n).coerceAtLeast(0))
}

/**
 * Returns a list containing all elements except last [n] elements.
 * @throws IllegalArgumentException if [n] is negative.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UShortArray.dropLast(n: Int): List<UShort> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return take((size - n).coerceAtLeast(0))
}

/**
 * Returns a list containing all elements except last elements that satisfy the given [predicate].
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UByteArray.dropLast(n: Int): List<UByte> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return take((size - n).coerceAtLeast(0))
}

/**
 * Returns a list containing all elements except last elements that satisfy the given [predicate].
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UShortArray.dropLast(n: Int): List<UShort> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return take((size - n).coerceAtLeast(0))
}
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.dropLastWhile(predicate: (UInt) -> Boolean): List<UInt> {
    for (index in lastIndex downTo 0) {
        if (!predicate(this[index])) {
            return take(index + 1)
        }
    }
    return emptyList()
}

/**
 * Returns a list containing all elements except last elements that satisfy the given [predicate].
 * @sample samples.collections.Transformations.drop
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.dropLastWhile(predicate: (ULong) -> Boolean): List<ULong> {
    for (index in lastIndex downTo 0) {
        if (!predicate(this[index])) {
            return take(index + 1)
        }
    }
    return emptyList()
}

/**
 * Returns a list containing all elements except last elements that satisfy the given [predicate].
 * @sample samples.collections.Transformations.drop
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.dropLastWhile(predicate: (UByte) -> Boolean): List<UByte> {
    for (index in lastIndex downTo 0) {
        if (!predicate(this[index])) {
            return take(index + 1)
        }
    }
    return emptyList()
}

/**
 * Returns a list containing all elements except last elements that satisfy the given [predicate].
 * @sample samples.collections.Transformations.drop
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.dropLastWhile(predicate: (UShort) -> Boolean): List<UShort> {
    for (index in lastIndex downTo 0) {
        if (!predicate(this[index])) {
            return take(index + 1)
        }
    }
    return emptyList()
}

/**
 * Returns a list containing only elements matching the given [predicate].
 * @sample samples.collections.Filtering.filter
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.filter(predicate: (UInt) -> Boolean): List<UInt> {
    return filterTo(ArrayList<UInt>(), predicate)
}

/**
 * Returns a list containing only elements matching the given [predicate].
 * @sample samples.collections.Filtering.filter
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.filter(predicate: (ULong) -> Boolean): List<ULong> {
    return filterTo(ArrayList<ULong>(), predicate)
}

/**
 * Returns a list containing only elements matching the given [predicate].
 * @sample samples.collections.Filtering.filter
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.filter(predicate: (UByte) -> Boolean): List<UByte> {
    return filterTo(ArrayList<UByte>(), predicate)
}

/**
 * Returns a list containing only elements matching the given [predicate].
 * @sample samples.collections.Filtering.filter
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.filter(predicate: (UShort) -> Boolean): List<UShort> {
    return filterTo(ArrayList<UShort>(), predicate)
}
ULongArray.filter(predicate: (ULong) -> Boolean): List<ULong> {
    return filterTo(ArrayList<ULong>(), predicate)
}

/**
 * Returns a list containing only elements matching the given [predicate].
 * 
 * @param [predicate] function that takes the index of an element and the element itself
 * and returns the result of predicate evaluation on the element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.filter(predicate: (UByte) -> Boolean): List<UByte> {
    return filterTo(ArrayList<UByte>(), predicate)
}

/**
 * Returns a list containing only elements matching the given [predicate].
 * @param [predicate] function that takes the index of an element and the element itself
 * and returns the result of predicate evaluation on the element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.filter(predicate: (UShort) -> Boolean): List<UShort> {
    return filterTo(ArrayList<UShort>(), predicate)
}

/**
 * Returns a list containing only elements matching the given [predicate].
 * @param [predicate] function that takes the index of an element and the element itself
 * and returns the result of predicate evaluation on the element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.filterIndexed(predicate: (index: Int, UInt) -> Boolean): List<UInt> {
    return filterIndexedTo(ArrayList<UInt>(), predicate)
}

/**
 * Returns a list containing only elements matching the given [predicate].
 * @param [predicate] function that takes the index of an element and the element itself
 * and returns the result of predicate evaluation on the element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.filterIndexed(predicate: (index: Int, ULong) -> Boolean): List<ULong> {
    return filterIndexedTo(ArrayList<ULong>(), predicate)
}

/**
 * Returns a list containing only elements matching the given [predicate].
 * @param [predicate] function that takes the index of an element and the element itself
 * and returns the result of predicate evaluation on the element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.filterIndexed(predicate: (index: Int, UByte) -> Boolean): List<UByte> {
    return filterIndexedTo(ArrayList<UByte>(), predicate)
}

/**
 * Returns a list containing only elements matching the given [predicate].
 * @param [predicate] function that takes the index of an element and the element itself
 * and returns the result of predicate evaluation on the element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.filterIndexed(predicate: (index: Int, UShort) -> Boolean): List<UShort> {
    return filterIndexedTo(ArrayList<UShort>(), predicate)
}

/**
 * Appends all elements matching the given [predicate] to the given [destination].
 * @param [predicate] function that takes the index of an element and the element itself
 * and returns the result of predicate evaluation on the element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <C : MutableCollection<in UInt>> UIntArray.filterIndexedTo(destination: C, predicate: (index: Int, UInt) -> Boolean): C {
    forEachIndexed { index, element ->
        if (predicate(index, element)) destination.add(element)
    }
    return destination
}

/**
 * Appends all elements matching the given [predicate] to the given [destination].
 * @param [predicate] function that takes the index of an element and the element itself
 * and returns the result of predicate evaluation on the element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <C : MutableCollection<in ULong>> ULongArray.filterIndexedTo(destination: C, predicate: (index: Int, ULong) -> Boolean): C {
    forEachIndexed { index, element ->
        if (predicate(index, element)) destination.add(element)
    }
    return destination
}

/**
 * Appends all elements matching the given [predicate] to the given [destination].
 * @param [predicate] function that takes the index of an element and the element itself
 * and returns the result of predicate evaluation on the element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <C : MutableCollection<in UByte>> UByteArray.filterIndexedTo(destination: C, predicate: (index: Int, UByte) -> Boolean): C {
    forEachIndexed { index, element ->
        if (predicate(index, element)) destination.add(element)
    }
    return destination
}
[predicate] to the given [destination].

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@io.kotlin.internal.InlineOnly
public inline fun <C : MutableCollection<in UShort>> UShortArray.filterIndexedTo(destination: C, predicate: (index: Int, UShort) -> Boolean): C {
    for (index in this) return destination
}

/**
 * Returns a list containing all elements not matching the given [predicate].
 * 
 * @param predicate function that takes the index of an element and the element itself and returns the result of predicate evaluation on the element.
 * 
 * @return a list containing all elements not matching the given [predicate].
 * @sample samples.collections.Collections.Filtering.filter
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@io.kotlin.internal.InlineOnly
public inline fun <C : MutableCollection<in UInt>> UIntArray.filterIndexedTo(destination: C, predicate: (index: Int, UInt) -> Boolean): C {
    for (index in this) return destination
}

/**
 * Returns a list containing all elements not matching the given [predicate].
 * 
 * @param predicate function that takes the index of an element and the element itself and returns the result of predicate evaluation on the element.
 * 
 * @return a list containing all elements not matching the given [predicate].
 * @sample samples.collections.Collections.Filtering.filter
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@io.kotlin.internal.InlineOnly
public inline fun <C : MutableCollection<in ULong>> ULongArray.filterIndexedTo(destination: C, predicate: (index: Int, ULong) -> Boolean): C {
    for (index in this) return destination
}

/**
 * Returns a list containing all elements not matching the given [predicate].
 * 
 * @param predicate function that takes the index of an element and the element itself and returns the result of predicate evaluation on the element.
 * 
 * @return a list containing all elements not matching the given [predicate].
 * @sample samples.collections.Collections.Filtering.filter
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@io.kotlin.internal.InlineOnly
public inline fun <C : MutableCollection<in UByte>> UByteArray.filterIndexedTo(destination: C, predicate: (index: Int, UByte) -> Boolean): C {
    for (index in this) return destination
}

/**
 * Returns a list containing all elements not matching the given [predicate].
 * 
 * @param predicate function that takes the index of an element and the element itself and returns the result of predicate evaluation on the element.
 * 
 * @return a list containing all elements not matching the given [predicate].
 * @sample samples.collections.Collections.Filtering.filter
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@io.kotlin.internal.InlineOnly
public inline fun <C : MutableCollection<in UShort>> UShortArray.filterIndexedTo(destination: C, predicate: (index: Int, UShort) -> Boolean): C {
    for (index in this) return destination
}
```

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MutableCollection<in UByte>> UByteArray.filterTo(destination: C, predicate: (UByte) -> Boolean): C {
    for (element in this) if (predicate(element)) destination.add(element)
    return destination
}
UIntArray {
    return UIntArray(storage.sliceArray(indices))
}

/**
 * Returns an array containing elements at indices in the 
 * specified [indices] range.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun ULongArray.sliceArray(indices: IntRange): ULongArray {
    return ULongArray(storage.sliceArray(indices))
}

/**
 * Returns an array containing elements at indices in the 
 * specified [indices] range.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UByteArray.sliceArray(indices: IntRange): UByteArray {
    return UByteArray(storage.sliceArray(indices))
}

/**
 * Returns an array containing elements at indices in the 
 * specified [indices] range.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UShortArray.sliceArray(indices: IntRange): UShortArray {
    return UShortArray(storage.sliceArray(indices))
}

/**
 * Returns a list containing first [n] elements.
 * @throws IllegalArgumentException if [n] is negative.
 * @sample samples.collections.Collections.Transformations.take
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UIntArray.take(n: Int): List<UInt> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    if (n == 0) return emptyList()
    if (n >= size) return toList()
    if (n == 1) return listOf(this[0])
    var count = 0
    val list = ArrayList<UInt>(n)
    for (item in this) {
        list.add(item)
        if (++count == n)
            break
    }
    return list
}

/**
 * Returns a list containing last [n] elements.
 * @throws IllegalArgumentException if [n] is negative.
 * @sample samples.collections.Collections.Transformations.take
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UIntArray.takeLast(n: Int): List<UInt> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    if (n == 0) return emptyList()
    val size = size
    if (n >= size) return toList()
    if (n == 1) return listOf(this[size - 1])
    val list = ArrayList<UInt>(n)
    for (index in size - n until size)
        list.add(this[index])
    return list
}

/**
 * Returns an array containing elements at indices in the 
 * specified [indices] range.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun ULongArray.sliceArray(indices: IntRange): ULongArray {
    return ULongArray(storage.sliceArray(indices))
}

/**
 * Returns an array containing elements at indices in the 
 * specified [indices] range.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UByteArray.sliceArray(indices: IntRange): UByteArray {
    return UByteArray(storage.sliceArray(indices))
}

/**
 * Returns an array containing elements at indices in the 
 * specified [indices] range.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UShortArray.sliceArray(indices: IntRange): UShortArray {
    return UShortArray(storage.sliceArray(indices))
}

/**
 * Returns an array containing elements at indices in the 
 * specified [indices] range.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun ULongArray.sliceArray(indices: IntRange): ULongArray {
    return ULongArray(storage.sliceArray(indices))
}

/**
 * Returns an array containing elements at indices in the 
 * specified [indices] range.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UByteArray.sliceArray(indices: IntRange): UByteArray {
    return UByteArray(storage.sliceArray(indices))
}

/**
 * Returns an array containing elements at indices in the 
 * specified [indices] range.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UShortArray.sliceArray(indices: IntRange): UShortArray {
    return UShortArray(storage.sliceArray(indices))
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 * specified [indices] range.
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public fun ULongArray.sliceArray(indices: IntRange): ULongArray {
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public fun UByteArray.sliceArray(indices: IntRange): UByteArray {
    return UByteArray(storage.sliceArray(indices))
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 * specified [indices] range.
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public fun UShortArray.sliceArray(indices: IntRange): UShortArray {
    return UShortArray(storage.sliceArray(indices))
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 * Returns an array containing elements at indices in the 
 * specified [indices] range.
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@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun ULongArray.sliceArray(indices: IntRange): ULongArray {
    return ULongArray(storage.sliceArray(indices))
}

/**
 * Returns an array containing elements at indices in the 
 * specified [indices] range.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UByteArray.sliceArray(indices: IntRange): UByteArray {
    return UByteArray(storage.sliceArray(indices))
}

/**
 * Returns an array containing elements at indices in the 
 * specified [indices] range.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UShortArray.sliceArray(indices: IntRange): UShortArray {
    return UShortArray(storage.sliceArray(indices))
}
public fun UByteArray.takeLast(n: Int): List<UByte> {
    require(n >= 0) { "Requested element count $n is less than zero." } 
    val size = this.size 
    if (n >= size) return toList() 
    if (n == 1) return listOf(this[size - 1]) 
    val list = ArrayList<UByte>(n) 
    for (index in size - n until size) list.add(this[index]) 
    return list
}

/**
 * Returns a list containing last [n] elements.
 * 
 * @throws IllegalArgumentException if [n] is negative.
 * 
 * @sample samples.collections.Collections.Transformations.take
*/
public fun UShortArray.takeLast(n: Int): List<UShort> {
    require(n >= 0) { "Requested element count $n is less than zero." } 
    val size = this.size 
    if (n >= size) return toList() 
    if (n == 1) return listOf(this[size - 1]) 
    val list = ArrayList<UShort>(n) 
    for (index in size - n until size) list.add(this[index]) 
    return list
}

/**
 * Returns a list containing last elements satisfying the given [predicate].
 * 
 * @sample samples.collections.Collections.Transformations.take
*/
public inline fun UIntArray.takeLastWhile(predicate: (UInt) -> Boolean): List<UInt> {
    for (index in lastIndex downTo 0) {
        if (!predicate(this[index])) {
            return drop(index + 1)
        }
    }
    return toList()
}

/**
 * Returns a list containing last elements satisfying the given [predicate].
 * 
 * @sample samples.collections.Collections.Transformations.take
*/
public inline fun ULongArray.takeLastWhile(predicate: (ULong) -> Boolean): List<ULong> {
    for (index in lastIndex downTo 0) {
        if (!predicate(this[index])) {
            return drop(index + 1)
        }
    }
    return toList()
}

/**
 * Returns a list containing last elements satisfying the given [predicate].
 * 
 * @sample samples.collections.Collections.Transformations.take
*/
public inline fun UByteArray.takeLastWhile(predicate: (UByte) -> Boolean): List<UByte> {
    for (index in lastIndex downTo 0) {
        if (!predicate(this[index])) {
            return drop(index + 1)
        }
    }
    return toList()
}

/**
 * Returns a list containing last elements satisfying the given [predicate].
 * 
 * @sample samples.collections.Collections.Transformations.take
*/
public inline fun UShortArray.takeLastWhile(predicate: (UShort) -> Boolean): List<UShort> {
    for (index in lastIndex downTo 0) {
        if (!predicate(this[index])) {
            return drop(index + 1)
        }
    }
    return toList()
}

/**
 * Returns a list containing first elements satisfying the given [predicate].
 * 
 * @sample samples.collections.Collections.Transformations.take
*/
public fun UByteArray.takeWhile(predicate: (UByte) -> Boolean): List<UByte> {
    val list = ArrayList<UByte>() 
    for (item in this) {
        if (!predicate(item))
            break
        list.add(item)
    }
    return list
}

/**
 * Returns a list containing first elements satisfying the given [predicate].
 * 
 * @sample samples.collections.Collections.Transformations.take
*/
public fun UShortArray.takeWhile(predicate: (UShort) -> Boolean): List<UShort> {
    val list = ArrayList<UShort>() 
    for (item in this) {
        if (!predicate(item))
            break
        list.add(item)
    }
    return list
}

/**
 * Returns a list containing first elements satisfying the given [predicate].
 * 
 * @sample samples.collections.Collections.Transformations.take
*/
public fun UIntArray.takeWhile(predicate: (UInt) -> Boolean): List<UInt> {
    val list = ArrayList<UInt>() 
    for (item in this) {
        if (!predicate(item))
            break
        list.add(item)
    }
    return list
}

/**
 * Returns a list containing first elements satisfying the given [predicate].
 * 
 * @sample samples.collections.Collections.Transformations.take
*/
public fun ULongArray.takeWhile(predicate: (ULong) -> Boolean): List<ULong> {
    val list = ArrayList<ULong>() 
    for (item in this) {
        if (!predicate(item))
            break
        list.add(item)
    }
    return list
}

/**
 * Returns a list containing first elements satisfying the given [predicate].
 * 
 * @sample samples.collections.Collections.Transformations.take
*/
public fun UByteArray.takeWhile(predicate: (UByte) -> Boolean): List<UByte> {
    val list = ArrayList<UByte>() 
    for (item in this) {
        if (!predicate(item))
            break
        list.add(item)
    }
    return list
}

/**
 * Returns a list containing first elements satisfying the given [predicate].
 * 
 * @sample samples.collections.Collections.Transformations.take
*/
public fun UShortArray.takeWhile(predicate: (UShort) -> Boolean): List<UShort> {
    val list = ArrayList<UShort>() 
    for (item in this) {
        if (!predicate(item))
            break
        list.add(item)
    }
    return list
}
**UShortArray.takeWhile(predicate: (UShort) -> Boolean): List<UShort>**

```kotlin
val list = ArrayList<UShort>()
for (item in this) {
    if (!predicate(item))
        break
    list.add(item)
}
return list
```

* Reverses elements in the array in-place.

**UShortArray.reverse(): Unit**

```kotlin
storage.reverse()
```

* Reverses elements in the array in-place.

**UByteArray.reverse(): Unit**

```kotlin
storage.reverse()
```

* Reverses elements in the array in-place.

**UIntArray.reversed(): List<UInt>**

```kotlin
storage.reverse()
```

* Returns a list with elements in reversed order.

**ULongArray.reversed(): List<ULong>**

```kotlin
storage.reverse()
```

* Returns a list with elements in reversed order.

**UByteArray.reversed(): List<UByte>**

```kotlin
storage.reverse()
```

* Returns a list with elements in reversed order.

**UShortArray.reversed(): List<UShort>**

```kotlin
storage.reverse()
```

* Returns a list with elements in reversed order.

**UIntArray.reversedArray(): UIntArray**

```kotlin
UIntArray(storage.reversedArray())
```

* Returns an array with elements of this array in reversed order.

**ULongArray.reversedArray(): ULongArray**

```kotlin
ULongArray(storage.reversedArray())
```

* Returns an array with elements of this array in reversed order.

**UByteArray.reversedArray(): UByteArray**

```kotlin
UByteArray(storage.reversedArray())
```

* Returns an array with elements of this array in reversed order.

**UShortArray.reversedArray(): UShortArray**

```kotlin
UShortArray(storage.reversedArray())
```

* Returns a list of all elements sorted according to their natural sort order.

**UIntArray.sortDescending(): Unit**

```kotlin
sort()
reverse()
```

* Sorts elements in the array in-place descending according to their natural sort order.

**ULongArray.sortDescending(): Unit**

```kotlin
sort()
reverse()
```

* Sorts elements in the array in-place descending according to their natural sort order.

**UByteArray.sortDescending(): Unit**

```kotlin
sort()
reverse()
```

* Sorts elements in the array in-place descending according to their natural sort order.

**UShortArray.sortDescending(): Unit**

```kotlin
sort()
reverse()
```

* Sorts elements in the array in-place descending according to their natural sort order.

**UIntArray.sorted(): List<UInt>**

```kotlin
copyOf().apply { sort() }.asList()
```

* Returns a list of all elements sorted according to their natural sort order.

**ULongArray.sorted(): List<ULong>**

```kotlin
copyOf().apply { sort() }.asList()
```

* Returns a list of all elements sorted according to their natural sort order.

**UByteArray.sorted(): List<UByte>**

```kotlin
copyOf().apply { sort() }.asList()
```

* Returns a list of all elements sorted according to their natural sort order.

**UShortArray.sorted(): List<UShort>**

```kotlin
copyOf().apply { sort() }.asList()
```

* Returns a list of all elements sorted according to their natural sort order.
UByteArray.sorted(): List<UByte> {
    return copyOf().apply { sort() }.asList()
} // Returns a list of all elements sorted according to their natural sort order.

@SinceKotlin("1.3")@ExperimentalUnsignedTypes
fun UShortArray.sorted(): List<UShort> {
    return copyOf().apply { sort() }.asList()
} // Returns an array with all elements of this array sorted according to their natural sort order.

@SinceKotlin("1.3")@ExperimentalUnsignedTypes
fun ULongArray.sortedArray(): ULongArray {
    if (isEmpty()) return this
    return this.copyOf().apply { sort() }
} // Returns an array with all elements of this array sorted according to their natural sort order.

@SinceKotlin("1.3")@ExperimentalUnsignedTypes
fun UByteArray.sortedArray(): UByteArray {
    if (isEmpty()) return this
    return this.copyOf().apply { sort() }
} // Returns an array with all elements of this array sorted according to their natural sort order.

@SinceKotlin("1.3")@ExperimentalUnsignedTypes
fun UShortArray.sortedArray(): UShortArray {
    if (isEmpty()) return this
    return this.copyOf().apply { sort() }
} // Returns an array with all elements of this array sorted according to their natural sort order.

@SinceKotlin("1.3")@ExperimentalUnsignedTypes
fun UIntArray.sortedArray(): UIntArray {
    if (isEmpty()) return this
    return this.copyOf().apply { sort() }
} // Returns an array with all elements of this array sorted according to their natural sort order.

@SinceKotlin("1.3")@ExperimentalUnsignedTypes
fun ULongArray.sortedArray降至(): ULongArray {
    if (isEmpty()) return this
    return this.copyOf().apply { sort() }
} // Returns an array with all elements of this array sorted according to their natural sort order.

@SinceKotlin("1.3")@ExperimentalUnsignedTypes
fun UByteArray.sortedArray降至(): UByteArray {
    if (isEmpty()) return this
    return this.copyOf().apply { sort() }
} // Returns an array with all elements of this array sorted according to their natural sort order.

@SinceKotlin("1.3")@ExperimentalUnsignedTypes
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.asByteArray(): ByteArray {
    return storage
} // Returns an array of type [ByteArray], which is a view of this array where each element is a signed reinterpretation of the corresponding element of this array.

@SinceKotlin("1.3")@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.asIntArray(): IntArray {
    return storage
} // Returns an array of type [IntArray], which is a view of this array where each element is a signed reinterpretation of the corresponding element of this array.

@SinceKotlin("1.3")@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.asByteArray(): ByteArray {
    return storage
} // Returns an array of type [ByteArray], which is a view of this array where each element is a signed reinterpretation of the corresponding element of this array.

@SinceKotlin("1.3")@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.asIntArray(): IntArray {
    return storage
} // Returns a [List] that wraps the original array.

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`/**
 * Returns a [List] that wraps the original array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public expect fun UIntArray.asList():
    List<UInt>

`
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UByteArray.contentHashCode(): Int {
    return storage.contentHashCode()
}

/**
 * Returns a hash code based on the contents of this array as if it is 
 \[\text{List}\].
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UShortArray.contentHashCode(): Int {
    return storage.contentHashCode()
}

/**
 * Returns a string representation of the contents of the specified array as if it is 
 \[\text{List}\].
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UIntArray.contentToString(): String {
    return joinToString(", ", "[", "]")
}

/**
 * Returns a string representation of the contents of the specified array as if it is 
 \[\text{List}\].
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UByteArray.contentToString(): String {
    return joinToString(", ", "[", "]")
}

/**
 * Copies this array or its subrange into the \[destination\] array and returns that array.
 * 
 * It's allowed to pass the same array in the \[destination\] and even specify the subrange so that it overlaps with the 
 * destination range. \n * 
 * @param destination the array to copy to.
 * @param @param destinationOffset the position in the \[destination\] array to copy to, 0 by default.
 * @param startIndex the beginning (inclusive) of the subrange to copy, 0 by default.
 * @param endIndex the end (exclusive) of the subrange to copy, size of this array by default.
 * 
 * @throws IndexOutOfBoundsException or \[IllegalArgumentException\] when \[startIndex\] or \[endIndex\] is out of range of this array indices or when `startIndex > endIndex`.
 * 
 * @return the \[destination\] array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.copyInto(destination: UIntArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): UIntArray {
    storage.copyInto(destination.storage, destinationOffset, startIndex, endIndex)
    return destination
}

/**
 * Copies this array or its subrange into the \[destination\] array and returns that array.
 * 
 * It's allowed to pass the same array in the \[destination\] and even specify the subrange so that it overlaps with the 
 * destination range. \n * 
 * @param destination the array to copy to.
 * @param @param destinationOffset the position in the \[destination\] array to copy to, 0 by default.
 * @param startIndex the beginning (inclusive) of the subrange to copy, 0 by default.
 * @param endIndex the end (exclusive) of the subrange to copy, size of this array by default.
 * 
 * @throws IndexOutOfBoundsException or \[IllegalArgumentException\] when \[startIndex\] or \[endIndex\] is out of range of this array indices or when `startIndex > endIndex`.
 * 
 * @return the \[destination\] array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.copyInto(destination: ULongArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): ULongArray {
    storage.copyInto(destination.storage, destinationOffset, startIndex, endIndex)
    return destination
}

/**
 * Copies this array or its subrange into the \[destination\] array and returns that array.
 * 
 * It's allowed to pass the same array in the \[destination\] and even specify the subrange so that it overlaps with the 
 * destination range. \n * 
 * @param destination the array to copy to.
 * @param @param destinationOffset the position in the \[destination\] array to copy to, 0 by default.
 * @param startIndex the beginning (inclusive) of the subrange to copy, 0 by default.
 * @param endIndex the end (exclusive) of the subrange to copy, size of this array by default.
 * 
 * @throws IndexOutOfBoundsException or \[IllegalArgumentException\] when \[startIndex\] or \[endIndex\] is out of range of this array indices or when `startIndex > endIndex`.
 * 
 * @return the \[destination\] array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.copyInto(destination: UShortArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): UShortArray {
    storage.copyInto(destination.storage, destinationOffset, startIndex, endIndex)
    return destination
}
out of the [destination] array indices range.\n * @return the [destination] array.\n *\n *@SinceKotlin("1.3")@ExperimentalUnsignedTypes\n *public inline fun UByteArray.copyInto(destination: UByteArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): UByteArray {\n * storage.copyInto(destination.storage, destinationOffset, startIndex, endIndex)\n * return destination\n *\n * Copies this array or its subrange into the [destination] array and returns that array.\n * It's allowed to pass the same array in the [destination] and even specify the subrange so that it overlaps with the\n * destination range.\n *\n * @param destination the array to copy to.\n *\n * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of\n * range of this array indices or when `startIndex > endIndex`.\n * @return the [destination] array.

@SinceKotlin("1.3")@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UShortArray.copyInto(destination: UShortArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): UShortArray {\n * storage.copyInto(destination.storage, destinationOffset, startIndex, endIndex)\n * return destination\n *\n * Returns new array which is a copy of the original array.\n *\n * @param destination the array to copy to.\n *\n * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of\n * range of this array indices or when `startIndex > endIndex`.\n * @return the [destination] array.

/**
 * Returns new array which is a copy of the original array.
 * \n * @sample samples.collections.Arrays.CopyOfOperations.copyOf
 */
@SinceKotlin("1.3")@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UIntArray.copyOf(): UIntArray {
    return UIntArray(storage.copyOf())
}

/**
 * Returns new array which is a copy of the original array, resized to the given [newSize].
 * The copy is either truncated or padded at the end with zero values if necessary.\n * If [newSize] is greater than the size of the original array, the copy array\n * is truncated to the [newSize].\n *\n * If [newSize] is less than the size of the original array, the extra elements in the\n * copy array are filled with zero values.\n */
@SinceKotlin("1.3")@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UIntArray.copyOf(newSize: Int): UIntArray {
    return UIntArray(storage.copyOf(newSize))
}

/**
 * Returns new array which is a copy of the original array, resized to the given [newSize].
 * The copy is either truncated or padded at the end with zero values if necessary.\n * If [newSize] is less than the size of the original array, the copy array\n * is truncated to the [newSize].\n *\n * If [newSize] is greater than the size of the original array, the extra elements in the\n * copy array are filled with zero values.\n */
@SinceKotlin("1.3")@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun ULongArray.copyOf(newSize: Int): ULongArray {
    return ULongArray(storage.copyOf(newSize))
}

/**
 * Returns new array which is a copy of the original array, resized to the given [newSize].
 * The copy is either truncated or padded at the end with zero values if necessary.\n * If [newSize] is less than the size of the original array, the copy array\n * is truncated to the [newSize].\n *\n * If [newSize] is greater than the size of the original array, the extra elements in the\n * copy array are filled with zero values.\n */
@SinceKotlin("1.3")@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun ULongArray.copyOf(newSize: Int): ULongArray {
    return ULongArray(storage.copyOf(newSize))
}

/**
 * Returns new array which is a copy of the original array, resized to the given [newSize].
 * The copy is either truncated or padded at the end with zero values if necessary.\n * If [newSize] is less than the size of the original array, the copy array\n * is truncated to the [newSize].\n *\n * If [newSize] is greater than the size of the original array, the extra elements in the\n * copy array are filled with zero values.\n */
@SinceKotlin("1.3")@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UByteArray.copyOf(newSize: Int): UByteArray {
    return UByteArray(storage.copyOf(newSize))
}

/**
 * Returns new array which is a copy of the original array, resized to the given [newSize].
 * The copy is either truncated or padded at the end with zero values if necessary.\n * If [newSize] is less than the size of the original array, the copy array\n * is truncated to the [newSize].\n *\n * If [newSize] is greater than the size of the original array, the extra elements in the\n * copy array are filled with zero values.\n */
@SinceKotlin("1.3")@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UByteArray.copyOf(newSize: Int): UByteArray {
    return UByteArray(storage.copyOf(newSize))
}

/**
 * Returns new array which is a copy of the original array, resized to the given [newSize].
 * The copy is either truncated or padded at the end with zero values if necessary.\n * If [newSize] is less than the size of the original array, the copy array\n * is truncated to the [newSize].\n *\n * If [newSize] is greater than the size of the original array, the extra elements in the\n * copy array are filled with zero values.\n */
@SinceKotlin("1.3")@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UByteArray.copyOf(newSize: Int): UByteArray {
    return UByteArray(storage.copyOf(newSize))
}

/**
 * Returns new array which is a copy of the original array, resized to the given [newSize].
 * The copy is either truncated or padded at the end with zero values if necessary.\n * If [newSize] is less than the size of the original array, the copy array\n * is truncated to the [newSize].\n *\n * If [newSize] is greater than the size of the original array, the extra elements in the\n * copy array are filled with zero values.\n */
@SinceKotlin("1.3")@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UByteArray.copyOf(newSize: Int): UByteArray {
    return UByteArray(storage.copyOf(newSize))
}
truncated or padded at the end with zero values if necessary.

- If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize].
- If [newSize] is greater than the size of the original array, the extra elements in the copy array are filled with zero values.

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.copyOf(newSize: Int): UShortArray {
    return UShortArray(storage.copyOf(newSize))
}
```

Returns a new array which is a copy of the specified range of the original array. Must be in `0..array.size` @param fromIndex the start of the range (inclusive), must be in `0..array.size` @param toIndex the end of the range (exclusive), must be in `0..array.size`

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.copyOfRange(fromIndex: Int, toIndex: Int): UIntArray {
    return UIntArray(storage.copyOfRange(fromIndex, toIndex))
}
```

Returns a new array which is a copy of the specified range of the original array. Must be in `0..array.size` @param fromIndex the start of the range (inclusive), must be in `0..array.size` @param toIndex the end of the range (exclusive), must be in `0..array.size`

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.copyOfRange(fromIndex: Int, toIndex: Int): ULongArray {
    return ULongArray(storage.copyOfRange(fromIndex, toIndex))
}
```

Returns a new array which is a copy of the specified range of the original array. Must be in `0..array.size` @param fromIndex the start of the range (inclusive), must be in `0..array.size` @param toIndex the end of the range (exclusive), must be in `0..array.size`

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.copyOfRange(fromIndex: Int, toIndex: Int): UByteArray {
    return UByteArray(storage.copyOfRange(fromIndex, toIndex))
}
```

Fills this array or its subrange with the specified [element] value. Must be in `0..array.size` @param fromIndex the start of the range (inclusive), 0 by default. Must be in `0..array.size` @param toIndex the end of the range (exclusive), size of this array by default.

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public fun UIntArray.fill(element: UInt, fromIndex: Int = 0, toIndex: Int = size): Unit {
    storage.fill(element.toInt(), fromIndex, toIndex)
}
```

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public fun ULongArray.fill(element: ULong, fromIndex: Int = 0, toIndex: Int = size): Unit {
    storage.fill(element.toLong(), fromIndex, toIndex)
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public fun UByteArray.fill(element: UByte, fromIndex: Int = 0, toIndex: Int = size): Unit {
    storage.fill(element.toByte(), fromIndex, toIndex)
}

IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@public fun UIntArray.fill(element: UInt, fromIndex: Int = 0, toIndex: Int = size): Unit {
    storage.fill(element.toInt(), fromIndex, toIndex)
}
```

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@public fun ULongArray.fill(element: ULong, fromIndex: Int = 0, toIndex: Int = size): Unit {
    storage.fill(element.toLong(), fromIndex, toIndex)
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@public fun UByteArray.fill(element: UByte, fromIndex: Int = 0, toIndex: Int = size): Unit {
    storage.fill(element.toByte(), fromIndex, toIndex)
}

IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@public fun UShortArray.fill(element: UShort, fromIndex: Int = 0, toIndex: Int = size): Unit {
    storage.fill(element.toByte(), fromIndex, toIndex)
}
```

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@public fun UCharArray.fill(element: UChar, fromIndex: Int = 0, toIndex: Int = size): Unit {
    storage.fill(element.toByte(), fromIndex, toIndex)
}

IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.

fun UShortArray.fill(element: UShort, fromIndex: Int = 0, toIndex: Int = size): Unit {
    storage.fill(element.toShort(), fromIndex, toIndex)
}

/**
 * Returns the range of valid indices for the array.
 */
fun UShortArray.indices: IntRange
    get() = storage.indices

/**
 * Returns the last valid index for the array.
 */
fun UShortArray.lastIndex: Int
    get() = storage.lastIndex

/**
 * Returns an array containing all elements of the original array and then all elements
 * of the given [elements] collection.
 */
fun UShortArray.plus(elements: Collection<UShort>): UShortArray {
    var index = size
    val result = storage.copyOf(size + elements.size)
    for (element in elements) result[index++] = element.toShort()
    return UShortArray(result)
}

/**
 * Returns an array containing all elements of the original array and then all elements
 * of the given [elements] collection.
 */
fun UShortArray.plus(elements: Collection<UByte>): UByteArray {
    var index = size
    val result = storage.copyOf(size + elements.size)
    for (element in elements) result[index++] = element.toByte()
    return UByteArray(result)
}

/**
 * Returns an array containing all elements of the original array and then all elements
 * of the given [elements] collection.
 */
fun UShortArray.plus(elements: Collection<UInt>): UIntArray {
    var index = size
    val result = storage.copyOf(size + elements.size)
    for (element in elements) result[index++] = element.toInt()
    return UIntArray(result)
}

/**
 * Returns an array containing all elements of the original array and then all elements
 * of the given [elements] collection.
 */
fun UShortArray.plus(elements: Collection<ULong>): ULongArray {
    var index = size
    val result = storage.copyOf(size + elements.size)
    for (element in elements) result[index++] = element.toLong()
    return ULongArray(result)
}

/**
 * Returns an array containing all elements of the original array and then all elements
 * of the given [elements] collection.
 */
fun UShortArray.plus(elements: Collection<UByteArray>): UByteArray {
    var index = size
    val result = storage.copyOf(size + elements.size)
    for (element in elements) result[index++] = element.toByteArray()[0]
    return UByteArray(result)
}

/**
 * Returns an array containing all elements of the original array and then all elements
 * of the given [elements] collection.
 */
fun UShortArray.plus(elements: Collection<UByteArray>): UByteArray {
    var index = size
    val result = storage.copyOf(size + elements.size)
    for (element in elements) result[index++] = element.toByteArray()[0]
    return UByteArray(result)
}

/**
 * Returns an array containing all elements of the original array and then all elements
 * of the given [elements] collection.
 */
fun UShortArray.plus(elements: Collection<UByteArray>): UByteArray {
    var index = size
    val result = storage.copyOf(size + elements.size)
    for (element in elements) result[index++] = element.toByteArray()[0]
    return UByteArray(result)
}
/*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline operator fun UIntArray.plus(elements: UIntArray): UIntArray {
    return UIntArray(storage + elements.storage)
}

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] array.
 */
@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline operator fun ULongArray.plus(elements: ULongArray): ULongArray {
    return ULongArray(storage + elements.storage)
}

/**
 * Sorts the array in-place.
 * 
 * @sample
 * samples.collections.Arrays.Sorting.sortArray
 */
@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun UIntArray.sort(): Unit {
    if (size > 1) sortArray(this)
}

/**
 * Sorts the array in-place.
 * 
 * @sample
 * samples.collections.Arrays.Sorting.sortArray
 */
@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun ULongArray.sort(): Unit {
    if (size > 1) sortArray(this)
}

/**
 * Sorts the array in-place.
 * 
 * @sample
 * samples.collections.Arrays.Sorting.sortArray
 */
@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun UByteArray.sort(): Unit {
    if (size > 1) sortArray(this)
}

/**
 * Returns an array of type [ByteArray], which is a copy of this array where each element is a signed reinterpretation
 * of the corresponding element of this array.
 */
@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UByteArray.toByteArray(): ByteArray {
    return storage.copyOf()
}

/**
 * Returns an array of type [IntArray], which is a copy of this array where each element is a signed reinterpretation
 * of the corresponding element of this array.
 */
@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UIntArray.toIntArray(): IntArray {
    return storage.copyOf()
}

/**
 * Returns an array of type [LongArray], which is a copy of this array where each element is a signed reinterpretation
 * of the corresponding element of this array.
 */
@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun ULongArray.toLongArray(): LongArray {
    return storage.copyOf()
}

/**
 * Returns an array of type [ShortArray], which is a copy of this array where each element is a signed reinterpretation
 * of the corresponding element of this array.
 */
@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UShortArray.toShortArray(): ShortArray {
    return storage.copyOf()
}

/**
 * Returns an array of UByte containing
 * all elements of the primitive array.
 */
@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UByteArray.toTypedArray(): Array<UByte> {
    return Array(size) { index -> this[index] }
}

/**
 * Returns an array of UShort containing
 * all elements of the primitive array.
 */
@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UShortArray.toTypedArray(): Array<UShort> {
    return Array(size) { index -> this[index] }
}
all of the elements of this generic array.

```kotlin
public fun <UByte> toUByteArray(): UByteArray {
    return UByteArray(size) { index -> this[index] }
}

/**
 * Returns an array of type [UByteArray], which is a copy of this array where each element is an unsigned
 * reinterpretation
 * of the corresponding element of this array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun ByteArray.toUByteArray(): UByteArray {
    return UByteArray(this.copyOf())
}

/**
 * Returns an array of type [UIntArray], which is a copy of this array where each element is an unsigned
 * reinterpretation
 * of the corresponding element of this array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun <UInt> toUIntArray(): UIntArray {
    return UIntArray(size) { index -> this[index] }
}

/**
 * Returns an array of type [ULongArray], which is a copy of this array where each element is an unsigned
 * reinterpretation
 * of the corresponding element of this array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun <ULong> toULongArray(): ULongArray {
    return ULongArray(size) { index -> this[index] }
}

/**
 * Returns an array of type [UShortArray], which is a copy of this array where each element is an unsigned
 * reinterpretation
 * of the corresponding element of this array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun <UShort> toUShortArray(): UShortArray {
    return UShortArray(size) { index -> this[index] }
}
```

```kotlin
/**
 * Returns a single list of all elements yielded from results of [transform] function being invoked on each element of original array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun <R, C :
MutableCollection<!R>> UIntArray.flatMapTo(destination: C, transform: (UInt) -> Iterable<R>): C {
    for (element in this) {
        val list = transform(element)
        destination.addAll(list)
    }
    return destination
}/**
 * Appends all elements yielded from results of [transform] function being invoked on each
 * element of original array, to the given [destination].
 */@SinceKotlin("1.3")@ExperimentalUnsignedTypes@kotlin.internal.InlineOnly
public inline fun <R, C : MutableCollection<!R>> ULongArray.flatMapTo(destination: C, transform: (ULong) -> Iterable<R>): C {
    for (element in this) {
        val list = transform(element)
        destination.addAll(list)
    }
    return destination
}/**
 * Appends all elements yielded from results of [transform] function being invoked on each
 * element of original array, to the given [destination].
 */@SinceKotlin("1.3")@ExperimentalUnsignedTypes@kotlin.internal.InlineOnly
public inline fun <R, C : MutableCollection<!R>> UByteArray.flatMapTo(destination: C, transform: (UByte) -> Iterable<R>): C {
    for (element in this) {
        val list = transform(element)
        destination.addAll(list)
    }
    return destination
}/**
 * Appends all elements yielded from results of [transform] function being invoked on each
 * element of original array, to the given [destination].
 */@SinceKotlin("1.3")@ExperimentalUnsignedTypes@kotlin.internal.InlineOnly
public inline fun <R, C : MutableCollection<!R>> UShortArray.flatMapTo(destination: C, transform: (UShort) -> Iterable<R>): C {
    for (element in this) {
        val list = transform(element)
        destination.addAll(list)
    }
    return destination
}/**
 * Groups elements of the original array by the key returned by the given [keyFunction] function
 * applied to each element and returns a map where each group key is associated with a list of
 * corresponding elements.
 */@SinceKotlin("1.3")@ExperimentalUnsignedTypes@kotlin.internal.InlineOnly
public inline fun <K> UIntArray.groupBy(keySelector: (UInt) -> K): Map<K, List<UInt>> {
    return groupByTo(LinkedHashMap<K, MutableList<UInt>>(), keySelector)
}/**
 * Groups elements of the original array by the key returned by the given [keyFunction] function
 * applied to each element and returns a map where each group key is associated with a list of
 * corresponding elements.
 */@SinceKotlin("1.3")@ExperimentalUnsignedTypes@kotlin.internal.InlineOnly
public inline fun <K> ULongArray.groupBy(keySelector: (ULong) -> K): Map<K, List<ULong>> {
    return groupByTo(LinkedHashMap<K, MutableList<ULong>>(), keySelector)
}/**
 * Groups elements of the original array by the key returned by the given [keyFunction] function
 * applied to each element and returns a map where each group key is associated with a list of
 * corresponding elements.
 */@SinceKotlin("1.3")@ExperimentalUnsignedTypes@kotlin.internal.InlineOnly
public inline fun <K> UByteArray.groupBy(keySelector: (UByte) -> K): Map<K, List<UByte>> {
    return groupByTo(LinkedHashMap<K, MutableList<UByte>>(), keySelector)
}/**
 * Groups elements of the original array by the key returned by the given [keyFunction] function
 * applied to each element and returns a map where each group key is associated with a list of
 * corresponding elements.
 */@SinceKotlin("1.3")@ExperimentalUnsignedTypes@kotlin.internal.InlineOnly
public inline fun <K> UShortArray.groupBy(keySelector: (UShort) -> K): Map<K, List<UShort>> {
    return groupByTo(LinkedHashMap<K, MutableList<UShort>>(), keySelector)
}
*\@SinceKotlin("1.3")*\@ExperimentalUnsignedTypes*\@kotlin.internal.InlineOnly*\@public inline fun *<K, V>*
UIntArray.groupBy(keySelector: (UInt) -> K, valueTransform: (UInt) -> V): Map<K, List<V>>
*
\{ return groupByTo(LinkedHashMap<K, MutableList<V>>(), keySelector, valueTransform)\}\n\}/**
* Groups values returned by the [valueTransform] function applied to each element of the original array\n* by the key returned by the given [keySelector] function applied to the element\n* and returns a map where each group key is associated with a list of corresponding values.\n* * @sample
* samples.collections.Collections.Transformations.groupByKeysAndValues

*\@SinceKotlin("1.3")*\@ExperimentalUnsignedTypes*\@kotlin.internal.InlineOnly*\@public inline fun *<K, V>*
ULongArray.groupBy(keySelector: (ULong) -> K, valueTransform: (ULong) -> V): Map<K, List<V>>
*
\{ return groupByTo(LinkedHashMap<K, MutableList<V>>(), keySelector, valueTransform)\}\n\}/**
* Groups values returned by the [valueTransform] function applied to each element of the original array\n* by the key returned by the given [keySelector] function applied to the element\n* and returns a map where each group key is associated with a list of corresponding values.\n* * @sample
* samples.collections.Collections.Transformations.groupByKeysAndValues

*\@SinceKotlin("1.3")*\@ExperimentalUnsignedTypes*\@kotlin.internal.InlineOnly*\@public inline fun *<K, V>*
UByteArray.groupBy(keySelector: (UByte) -> K, valueTransform: (UByte) -> V): Map<K, List<V>>
*
\{ return groupByTo(LinkedHashMap<K, MutableList<V>>(), keySelector, valueTransform)\}\n\}/**
* Groups values returned by the [valueTransform] function applied to each element of the original array\n* by the key returned by the given [keySelector] function applied to the element\n* and returns a map where each group key is associated with a list of corresponding values.\n* * @sample
* samples.collections.Collections.Transformations.groupByKeysAndValues

*\@SinceKotlin("1.3")*\@ ExperimentalUnsignedTypes*\@kotlin.internal.InlineOnly*\@public inline fun *<K, V>*
UShortArray.groupBy(keySelector: (UShort) -> K, valueTransform: (UShort) -> V): Map<K, List<V>>
*
\{ return groupByTo(LinkedHashMap<K, MutableList<V>>(), keySelector, valueTransform)\}\n\}/**
* Groups values returned by the [valueTransform] function applied to each element of the original array\n* by the key returned by the given [keySelector] function applied to the element\n* and returns a map where each group key is associated with a list of corresponding values.\n* * @sample
* samples.collections.Collections.Transformations.groupByKeysAndValues

/**
 * Groups elements
 * of the original array by the key returned by the given [keySelector] function
 * applied to each element and puts to the [destination] map each group key associated with a list of corresponding elements.\n * * @return The [destination] map.\n * * @sample
 * samples.collections.Collections.Transformations.groupBy
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <K, M : MutableMap<in K, MutableList<UInt>>> UIntArray.groupByTo(destination: M, keySelector: (UInt) -> K): M
*
\{ for (element in this) \n \n val key = keySelector(element) \n val list = destination.getOrPut(key) \n ArrayList<UInt>() \n list.add(element) \n } \n return destination\n\}/**
* Groups elements of the original array by the key returned by the given [keySelector] function\n* applied to each element and puts to the [destination] map each group key associated with a list of corresponding elements.\n* * @return The [destination] map.\n* * @sample
* samples.collections.Collections.Transformations.groupBy

/**
 * Groups elements of the
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <K, M : MutableMap<in K, MutableList<ULong>>> ULongArray.groupByTo(destination: M, keySelector: (ULong) -> K): M
*
\{ for (element in this) \n \n val key = keySelector(element) \n val list = destination.getOrPut(key) \n ArrayList<ULong>() \n list.add(element) \n } \n return destination\n\}/**
* Groups elements of the original array by the key returned by the given [keySelector] function\n* applied to each element and puts to the [destination] map each group key associated with a list of corresponding elements.\n* * @return The [destination] map.\n* * @sample
* samples.collections.Collections.Transformations.groupBy

/**
 * Groups elements of the
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <K, M : MutableMap<in K, MutableList<UByte>>> UByteArray.groupByTo(destination: M, keySelector: (UByte) -> K): M
*
\{ for (element in this) \n \n val key = keySelector(element) \n val list = destination.getOrPut(key) \n ArrayList<UByte>() \n list.add(element) \n } \n return destination\n\}/**
* Groups elements of the original array by the key returned by the given [keySelector] function\n* applied to each element and puts to the [destination] map each group key associated with a list of corresponding elements.\n* * @return The [destination] map.\n* * @sample
* samples.collections.Collections.Transformations.groupBy

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original array by the key returned by the given [keySelector] function applied to each element and puts to the [destination] map each group key associated with a list of corresponding elements. * @return The [destination] map.

*\@since Kotlin("1.3")\@unExperimentalUnsignedTypes\@in\@kotlin.internal.InlineOnly\@public inline fun <K, M : MutableMap<in K, MutableList<@UShort>>> UShortArray.groupByTo(destination: M, keySelector: (UShort) -> K): M { for (element in this) { val key = keySelector(element) val list = destination.getOrPut(key) { ArrayList<@UShort>() } list.add(element) return destination }}

*\@since Kotlin("1.3")\@unExperimentalUnsignedTypes\@in\@kotlin.internal.InlineOnly\@public inline fun <K, V, M : MutableMap<in K, MutableList<V>>> UIntArray.groupByTo(destination: M, keySelector: (UInt) -> K, valueTransform: (UInt) -> V): M { for (element in this) { val key = keySelector(element) val list = destination.getOrPut(key) { ArrayList<V>() } list.add(valueTransform(element)) return destination }}

*\@since Kotlin("1.3")\@unExperimentalUnsignedTypes\@in\@kotlin.internal.InlineOnly\@public inline fun <K, V, M : MutableMap<in K, MutableList<V>>> ULongArray.groupByTo(destination: M, keySelector: (ULong) -> K, valueTransform: (ULong) -> V): M { for (element in this) { val key = keySelector(element) val list = destination.getOrPut(key) { ArrayList<V>() } list.add(valueTransform(element)) return destination }}

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*\@since Kotlin("1.3")\@unExperimentalUnsignedTypes\@in\@kotlin.internal.InlineOnly\@public inline fun <R> UIntArray.map(transform: (UInt) -> R): List<R> { return mapTo(ArrayList<R>(size), transform) }

*\@since Kotlin("1.3")\@unExperimentalUnsignedTypes\@in\@kotlin.internal.InlineOnly\@public inline fun <R> ULongArray.map(transform: (ULong) -> R): List<R> { return mapTo(ArrayList<R>(size), transform) }

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element in the original array.

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.Inline
public inline fun <R>
UByteArray.map(transform: (UByte) -> R): List<R> {
    return mapTo(ArrayList<R>(size),
        transform)
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.Inline
public inline fun <R>
UShortArray.map(transform: (UShort) -> R): List<R> {
    return mapTo(ArrayList<R>(size),
        transform)
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.Inline
public inline fun <R>
UIntArray.mapIndexed(transform: (index: Int, UInt) -> R): List<R> {
    return mapIndexedTo(ArrayList<R>(size), transform)
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.Inline
public inline fun <R>
ULongArray.mapIndexed(transform: (index: Int, ULong) -> R): List<R> {
    return mapIndexedTo(ArrayList<R>(size), transform)
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.Inline
public inline fun <R, C :
    MutableCollection<in R>> UIntArray.mapIndexedTo(destination: C,
        transform: (index: Int, UInt) -> R): C {
    var index = 0
    for (item in this)
        destination.add(transform(index++, item))
    return destination
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.Inline
public inline fun <R, C :
    MutableCollection<in R>> ULongArray.mapIndexedTo(destination: C,
        transform: (index: Int, ULong) -> R): C {
    var index = 0
    for (item in this)
        destination.add(transform(index++, item))
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        transform: (index: Int, UByte) -> R): C {
    var index = 0
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        destination.add(transform(index++, item))
    return destination
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.Inline
public inline fun <R, C :
    MutableCollection<in R>> UShortArray.mapIndexedTo(destination: C,
        transform: (index: Int, UShort) -> R): C {
    var index = 0
    for (item in this)
        destination.add(transform(index++, item))
    return destination
}
```

* @sample samples.collections.Transformations.map

* @sample samples.collections.Transformations.mapTo

* @sample samples.collections.Transformations.mapIndexed

* @sample samples.collections.Transformations.mapIndexedTo
element and the element itself * and returns the result of the transform applied to the element.

*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\public inline fun \<R, C : MutableCollection\<in R>> UShortArray.mapIndexedTo(destination: C, transform: (Int, UShort) -> R): C {\n \n \n var index = 0 \n for (item in this) \n destination.add(transform(index++, item)) \n return destination\n} \n
*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\public inline fun \<R, C : MutableCollection\<in R>> UIntArray.mapTo(destination: C, transform: (UInt) -> R): C {\n \n \n for (item in this) \n destination.add(transform(item)) \n return destination\n} \n
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*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\public inline fun \<R, C : MutableList\<in R>> UByteArray.mapTo(destination: C, transform: (UByte) -> R): C {\n \n \n for (item in this) \n destination.add(transform(item)) \n return destination\n} \n
*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\public inline fun \<R, C : MutableList\<in R>> UShortArray.mapTo(destination: C, transform: (UShort) -> R): C {\n \n \n for (item in this) \n destination.add(transform(item)) \n return destination\n} \n
*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\public inline fun UIntArray.withIndex(): Iterable<IndexedValue<UInt>> {
    return IndexingIterable { iterator() }
}

*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\public inline fun ULongArray.withIndex(): Iterable<IndexedValue<ULong>> {
    return IndexingIterable { iterator() }
}

*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\public inline fun UByteArray.withIndex(): Iterable<IndexedValue<UByte>> {
    return IndexingIterable { iterator() }
}

*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\public inline fun UShortArray.withIndex(): Iterable<IndexedValue<UShort>> {
    return IndexingIterable { iterator() }
}

*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\public inline fun UIntArray.all(predicate: (UInt) -> Boolean): Boolean {
    for (element in this) if (!predicate(element)) return false
    return true
}

*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\public inline fun ULongArray.all(predicate: (ULong) -> Boolean): Boolean {
    for (element in this) if (!predicate(element)) return false
    return true
}

*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\public inline fun UByteArray.all(predicate: (UByte) -> Boolean): Boolean {
    for (element in this) if (!predicate(element)) return false
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*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\public inline fun UShortArray.all(predicate: (UShort) -> Boolean): Boolean {
    for (element in this) if (!predicate(element)) return false
    return true
}
false
  return true
} * Returns `true' if array has at least one element.

* @sample samples.Collections.Aggregates.any

/* @SinceKotlin("1.3") */ @ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.any(): Boolean {
  return storage.any()
} * Returns `true' if array has at least one element.

* @sample samples.Collections.Aggregates.any

/* @SinceKotlin("1.3") */ @ExperimentalUnsignedTypes
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public inline fun ULongArray.any(): Boolean {
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* @sample samples.Collections.Aggregates.any

/* @SinceKotlin("1.3") */ @ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.any(): Boolean {
  return storage.any()
} * Returns `true' if at least one element matches the given [predicate].

/* @SinceKotlin("1.3") */ @ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.any(): Boolean {
  return storage.any()
} * Returns `true' if at least one element matches the given [predicate].

/* @SinceKotlin("1.3") */ @ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.any(predicate: (UInt) -> Boolean): Boolean {
  for (element in this) if (predicate(element)) return true
  return false
} * Returns `true' if at least one element matches the given [predicate].

/* @SinceKotlin("1.3") */ @ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.any(predicate: (ULong) -> Boolean): Boolean {
  for (element in this) if (predicate(element)) return true
  return false
} * Returns `true' if at least one element matches the given [predicate].

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/* @SinceKotlin("1.3") */ @ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.any(predicate: (UShort) -> Boolean): Boolean {
  for (element in this) if (predicate(element)) return true
  return false
} * Returns `true' if at least one element matches the given [predicate].

/* @Sample samples.Collections.Aggregates.anyWithPredicate

/* @SinceKotlin("1.3") */ @ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.count(predicate: (UInt) -> Boolean): Int {
  var count = 0
  for (element in this) if (predicate(element)) ++count
  return count
} * Returns the number of elements matching the given [predicate].

/* @SinceKotlin("1.3") */ @ExperimentalUnsignedTypes
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public inline fun ULongArray.count(predicate: (ULong) -> Boolean): Int {
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/* @Sample samples.Collections.Aggregates.anyWithPredicate

/* @SinceKotlin("1.3") */ @ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.fold(initial: R, operation: (acc: R, UInt) -> R): R {
  var accumulator = initial
  for (element in this) accumulator = operation(accumulator, element)
  return accumulator
} * Accumulates value starting with [initial] value and applying [operation] from left to right to current accumulator value and each element.

/* @Sample samples.Collections.Aggregates.anyWithPredicate

/* @SinceKotlin("1.3") */ @ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.fold(initial: R, operation: (acc: R, ULong) -> R): R {
  var accumulator = initial
  for (element in this) accumulator = operation(accumulator, element)
  return accumulator
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/* @Sample samples.Collections.Aggregates.anyWithPredicate
this) accumulator = operation(accumulator, element) return accumulator

*Accumulates value starting with [initial] value and applying [operation] from left to right to current accumulator value and each element.*

*Accumulates value starting with [initial] value and applying [operation] from left to right to current accumulator value and each element.*

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*Accumulates value starting with [initial] value and applying [operation] from right to left to each element and current accumulator value.*
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R>
UByteArray.foldRight(initial: R, operation: (UByte, acc: R) -> R): R {
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from right to left
to each element and current accumulator value.
*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R>
UShortArray.foldRight(initial: R, operation: (UShort, acc: R) -> R): R {
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from right to left
to each element with its index in the original array and current accumulator value.
*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R>
UIntArray.foldRightIndexed(initial: R, operation: (index: Int, UInt, acc: R) -> R): R {
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
        --index
    }
    return accumulator
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from right to left
to each element with its index in the original array and current accumulator value.
*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R>
ULongArray.foldRightIndexed(initial: R, operation: (index: Int, ULong, acc: R) -> R): R {
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
        --index
    }
    return accumulator
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from right to left
to each element with its index in the original array and current accumulator value.
*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R>
UByteArray.foldRightIndexed(initial: R, operation: (index: Int, UByte, acc: R) -> R): R {
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
        --index
    }
    return accumulator
}

/**
 * Performs the given [action] on each element.
*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline
fun UIntArray.forEach(action: (UInt) -> Unit): Unit {
    for (element in this) action(element)
}

/**
 * Performs the given [action] on each element.
*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
ULongArray.forEach(action: (ULong) -> Unit): Unit {
    for (element in this) action(element)
}

/**
 * Performs the given [action] on each element.
*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
UByteArray.forEach(action: (UByte) -> Unit): Unit {
    for (element in this) action(element)
}

/**
 * Performs the given [action] on each element.
*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
UShortArray.forEach(action: (UShort) -> Unit): Unit {
    for (element in this) action(element)
}

/**
 * @param [operation] function that takes the index of an element, the element itself
 * and current accumulator value, and calculates the next accumulator value.
*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.forEachIndexed(action: (index: Int, UInt, acc: R) -> Unit): Unit {
    for (index in this) action(index, get(index), accumulator)
}

/**
 * @param [operation] function that takes the index of an element, the element itself
 * and current accumulator value, and calculates the next accumulator value.
*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.forEachIndexed(action: (index: Int, UShort, acc: R) -> Unit): Unit {
    for (index in this) action(index, get(index), accumulator)
}

/**
 * @param [operation] function that takes the index of an element, the element itself
 * and current accumulator value, and calculates the next accumulator value.
*/
@SinceKotlin("1.3")
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public inline fun UByteArray.forEachIndexed(action: (index: Int, UByte, acc: R) -> Unit): Unit {
    for (index in this) action(index, get(index), accumulator)
}

/**
 * @param [operation] function that takes the index of an element, the element itself
 * and current accumulator value, and calculates the next accumulator value.
*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.forEachIndexed(action: (index: Int, ULong, acc: R) -> Unit): Unit {
    for (index in this) action(index, get(index), accumulator)
}

/**
 * @param [operation] function that takes the index of an element, the element itself
 * and current accumulator value, and calculates the next accumulator value.
*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.forEachIndexed(action: (index: Int, UByte, acc: R) -> Unit): Unit {
    for (index in this) action(index, get(index), accumulator)
}

/**
 * @param [operation] function that takes the index of an element, the element itself
 * and current accumulator value, and calculates the next accumulator value.
*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.forEachIndexed(action: (index: Int, UShort, acc: R) -> Unit): Unit {
    for (index in this) action(index, get(index), accumulator)
}

/**
 * Performs the given [action] on each element.
*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline
fun UIntArray.forEachIndexedLast(action: (index: Int, UInt, acc: R) -> Unit): Unit {
    for (index = lastIndex downTo 0) action(index, get(index), accumulator)
}

/**
 * Performs the given [action] on each element.
*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
ULongArray.forEachIndexedLast(action: (index: Int, ULong, acc: R) -> Unit): Unit {
    for (index = lastIndex downTo 0) action(index, get(index), accumulator)
}

/**
 * Performs the given [action] on each element.
*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
UByteArray.forEachIndexedLast(action: (index: Int, UByte, acc: R) -> Unit): Unit {
    for (index = lastIndex downTo 0) action(index, get(index), accumulator)
}

/**
 * Performs the given [action] on each element.
*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
UShortArray.forEachIndexedLast(action: (index: Int, UShort, acc: R) -> Unit): Unit {
    for (index = lastIndex downTo 0) action(index, get(index), accumulator)
}
Performs the given \[\text{action}\] on each element, providing sequential index with the element.\n
```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline fun UIntArray.forEachIndexed(action: (index: Int, UInt) -> Unit): Unit {
    var index = 0
    for (item in this)
        action(index++, item)
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline fun ULongArray.forEachIndexed(action: (index: Int, ULong) -> Unit): Unit {
    var index = 0
    for (item in this)
        action(index++, item)
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline fun UByteArray.forEachIndexed(action: (index: Int, UByte) -> Unit): Unit {
    var index = 0
    for (item in this)
        action(index++, item)
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline fun UShortArray.forEachIndexed(action: (index: Int, UShort) -> Unit): Unit {
    var index = 0
    for (item in this)
        action(index++, item)
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UIntArray.max(): UInt? {
    if (isEmpty())
        return null
    var max = this[0]
    for (i in 1..lastIndex)
        if (max < e) max = e
    return max
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun ULongArray.max(): ULong? {
    if (isEmpty())
        return null
    var max = this[0]
    for (i in 1..lastIndex)
        if (max < e) max = e
    return max
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UByteArray.max(): UByte? {
    if (isEmpty())
        return null
    var max = this[0]
    for (i in 1..lastIndex)
        if (max < e) max = e
    return max
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UShortArray.max(): UShort? {
    if (isEmpty())
        return null
    var max = this[0]
    for (i in 1..lastIndex)
        if (max < e) max = e
    return max
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R : Comparable<R>> UIntArray.maxBy(selector: (UInt) -> R): UInt? {
    if (isEmpty())
        return null
    var maxElem = this[0]
    var lastIndex = this.lastIndex
    if (lastIndex == 0)
        return maxElem
    var maxValue = selector(maxElem) for (i in 1..lastIndex)
        if (maxValue < v)
            maxElem = e
            maxValue = v
    return maxElem
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R : Comparable<R>> ULongArray.maxBy(selector: (ULong) -> R): ULong? {
    if (isEmpty())
        return null
    var maxElem = this[0]
    var lastIndex = this.lastIndex
    if (lastIndex == 0)
        return maxElem
    var maxValue = selector(maxElem) for (i in 1..lastIndex)
        if (maxValue < v)
            maxElem = e
            maxValue = v
    return maxElem
}

@SinceKotlin("1.3")
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public inline fun <R : Comparable<R>> UByteArray.maxBy(selector: (UByte) -> R): UByte? {
    if (isEmpty())
        return null
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    var lastIndex = this.lastIndex
    if (lastIndex == 0)
        return maxElem
    var maxValue = selector(maxElem) for (i in 1..lastIndex)
        if (maxValue < v)
            maxElem = e
            maxValue = v
    return maxElem
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R : Comparable<R>> UShortArray.maxBy(selector: (UShort) -> R): UShort? {
    if (isEmpty())
        return null
    var maxElem = this[0]
    var lastIndex = this.lastIndex
    if (lastIndex == 0)
        return maxElem
    var maxValue = selector(maxElem) for (i in 1..lastIndex)
        if (maxValue < v)
            maxElem = e
            maxValue = v
    return maxElem
}
```

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Comparable<R>> UByteArray.maxBy(selector: (UByte) -> R): UByte? {
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    if (lastIndex == 0) return maxElem
    var maxValue = selector(maxElem)
    for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (maxValue < v) {
            maxElem = e
            maxValue = v
        }
    }
    return maxElem
}

/**
 * Returns the first element yielding the largest value of the given function or `null` if there are no elements.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline fun <R : Comparable<R>> UShortArray.maxBy(selector: (UShort) -> R): UShort? {
    if (isEmpty()) return null
    var maxElem = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return maxElem
    var maxValue = selector(maxElem)
    for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (maxValue < v) {
            maxElem = e
            maxValue = v
        }
    }
    return maxElem
}

/**
 * Returns the first element having the largest value according to the provided [comparator] or `null` if there are no elements.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UIntArray.maxWith(comparator: Comparator<in UInt>): UInt? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(max, e) < 0) max = e
    }
    return max
}

/**
 * Returns the first element having the largest value according to the provided [comparator] or `null` if there are no elements.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun ULongArray.maxWith(comparator: Comparator<in ULong>): ULong? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(max, e) < 0) max = e
    }
    return max
}

/**
 * Returns the first element having the largest value according to the provided [comparator] or `null` if there are no elements.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UByteArray.maxWith(comparator: Comparator<in UByte>): UByte? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(max, e) < 0) max = e
    }
    return max
}

/**
 * Returns the first element having the largest value according to the provided [comparator] or `null` if there are no elements.
 */
@SinceKotlin("1.3")
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    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(max, e) < 0) max = e
    }
    return max
}

/**
 * Returns the smallest element or `null` if there are no elements.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UIntArray.min(): UInt? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (min > e) min = e
    }
    return min
}

/**
 * Returns the smallest element or `null` if there are no elements.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun ULongArray.min(): ULong? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (min > e) min = e
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}

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    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (min > e) min = e
    }
    return min
}

/**
 * Returns the first element yielding the smallest value of the given function or `null` if there are no elements.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R : Comparable<R>> UIntArray.minBy(selector: (UInt) -> R): UInt? {
    if (isEmpty()) return null
    var minElem = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return minElem
    var minValue = selector(minElem)
    for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (minValue > v) {
            minElem = e
            minValue = v
        }
    }
    return minElem
}

/**
 * Returns the first element yielding the smallest value of the given function or `null` if there are no elements.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R : Comparable<R>> UShortArray.minBy(selector: (UShort) -> R): UShort? {
    if (isEmpty()) return null
    var minElem = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return minElem
    var minValue = selector(minElem)
    for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (minValue > v) {
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    for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (minValue > v) {
            minElem = e
            minValue = v
        }
    }
    return minElem
}
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R : Comparable<R>> ULongArray.minBy(selector: (ULong) -> R): ULong? {
    if (isEmpty()) return null
    var minElem = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return minElem
    var minValue = selector(minElem)
    for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (minValue > v) {
            minElem = e
            minValue = v
        }
    }
    return minElem
}

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 * Returns the first element yielding the smallest value of the given function or `null` if there are no elements.
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public inline fun <R : Comparable<R>> UByteArray.minBy(selector: (UByte) -> R): UByte? {
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 */
@SinceKotlin("1.3")
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@kotlin.internal.InlineOnly
public inline fun <R : Comparable<R>> UShortArray.minBy(selector: (UShort) -> R): UShort? {
    if (isEmpty()) return null
    var minElem = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return minElem
    var minValue = selector(minElem)
    for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (minValue > v) {
            minElem = e
            minValue = v
        }
    }
    return minElem
}

/**
 * Returns the first element having the smallest value according to the provided [comparator] or `null` if there are no elements.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UIntArray.minWith(comparator: Comparator<in UInt>): UInt? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(min, e) > 0) min = e
    }
    return min
}

/**
 * Returns the first element having the smallest value according to the provided [comparator] or `null` if there are no elements.
 */
@SinceKotlin("1.3")
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public fun ULongArray.minWith(comparator: Comparator<in ULong>): ULong? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(min, e) > 0) min = e
    }
    return min
}

/**
 * Returns the first element having the smallest value according to the provided [comparator] or `null` if there are no elements.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UByteArray.minWith(comparator: Comparator<in UByte>): UByte? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(min, e) > 0) min = e
    }
    return min
}

/**
 * Returns the first element having the smallest value according to the provided [comparator] or `null` if there are no elements.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UShortArray.minWith(comparator: Comparator<in UShort>): UShort? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(min, e) > 0) min = e
    }
    return min
}

/**
 * Returns `true` if the array has no elements.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UIntArray.none(): Boolean {
    return isEmpty()
}

/**
 * Returns `true` if the array has no elements.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun ULongArray.none(): Boolean {
    return isEmpty()
}

/**
 * Returns `true` if the array has no elements.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UByteArray.none(): Boolean {
    return isEmpty()
}

/**
 * Returns `true` if the array has no elements.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UShortArray.none(): Boolean {
    return isEmpty()
}
@SinceKotlin("1.3")@ExperimentalUnsignedTypes@kotlin.internal.InlineOnly
public inline fun UIntArray.none(predicate: (UInt) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return false
    return true
}

/**
 * Returns `true` if no elements match the given [predicate].
 * 
 * @sample samples.collections.Collections.Aggregates.noneWithPredicate
 */
@SinceKotlin("1.3")@ExperimentalUnsignedTypes@kotlin.internal.InlineOnly
public inline fun ULongArray.none(predicate: (ULong) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return false
    return true
}

/**
 * Returns `true` if no elements match the given [predicate].
 * 
 * @sample samples.collections.Collections.Aggregates.noneWithPredicate
 */
@SinceKotlin("1.3")@ExperimentalUnsignedTypes@kotlin.internal.InlineOnly
public inline fun UByteArray.none(predicate: (UByte) -> Boolean): Boolean {
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}

/**
 * Returns `true` if no elements match the given [predicate].
 * 
 * @sample samples.collections.Collections.Aggregates.noneWithPredicate
 */
@SinceKotlin("1.3")@ExperimentalUnsignedTypes@kotlin.internal.InlineOnly
public inline fun UShortArray.none(predicate: (UShort) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return false
    return true
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right to current accumulator value and each element.
 * 
 * @param [operation] function that takes the index of an element, current accumulator value and the element itself and calculates the next accumulator value.
 * 
 * @sample samples.collections.Collections.Aggregates.reduce
 */
@SinceKotlin("1.3")@ExperimentalUnsignedTypes@kotlin.internal.InlineOnly
public inline fun UIntArray.reduceIndexed(operation: (index: Int, acc: UInt, UInt) -> UInt): UInt {
    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(index, accumulator, this[index])
    }
    return accumulator
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right to current accumulator value and each element.
 * 
 * @param [operation] function that takes the index of an element, current accumulator value and the element itself and calculates the next accumulator value.
 * 
 * @sample samples.collections.Collections.Aggregates.reduce
 */
@SinceKotlin("1.3")@ExperimentalUnsignedTypes@kotlin.internal.InlineOnly
public inline fun ULongArray.reduceIndexed(operation: (index: Int, acc: ULong, ULong) -> ULong): ULong {
    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(index, accumulator, this[index])
    }
    return accumulator
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right to current accumulator value and each element.
 * 
 * @param [operation] function that takes the index of an element, current accumulator value and the element itself and calculates the next accumulator value.
 * 
 * @sample samples.collections.Collections.Aggregates.reduce
 */
@SinceKotlin("1.3")@ExperimentalUnsignedTypes@kotlin.internal.InlineOnly
public inline fun UByteArray.reduceIndexed(operation: (index: Int, acc: UByte, UByte) -> UByte): UByte {
    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(index, accumulator, this[index])
    }
    return accumulator
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right to current accumulator value and each element.
 * 
 * @param [operation] function that takes the index of an element, current accumulator value and the element itself and calculates the next accumulator value.
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 * @sample samples.collections.Collections.Aggregates.reduce
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@SinceKotlin("1.3")@ExperimentalUnsignedTypes@kotlin.internal.InlineOnly
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    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(index, accumulator, this[index])
    }
    return accumulator
}
right
* to current accumulator value and each element with its index in the original array.\n* @param [operation] function that takes the index of an element, current accumulator value\n* and the element itself and calculates the next accumulator value.\n* \n@sample samples.collections.Collections.Aggregates.reduce\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun ULongArray.reduceIndexed(operation: (index: Int, acc: ULong, ULong) -> ULong): ULong {\n    if (isEmpty())\n        throw UnsupportedOperationException("Empty array can't be reduced.")\n    var accumulator = this[0] for (index in 1..lastIndex) {\n        accumulator = operation(index, accumulator, this[index])\n    }\n    return accumulator\n}**\n* Accumulates value starting with the first element and applying [operation] from left to right\n* to current accumulator value and each element with its index in the original array.\n* \n@sample samples.collections.Collections.Aggregates.reduce\n
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*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UShortArray.reduceIndexed(operation: (index: Int, acc: UShort, UShort) -> UShort): UShort {\n    if (isEmpty())\n        throw UnsupportedOperationException("Empty array can't be reduced.")\n    var accumulator = this[0] for (index in 1..lastIndex) {\n        accumulator = operation(index, accumulator, this[index])\n    }\n    return accumulator\n}**\n* Accumulates value starting with the first element and applying [operation] from left to right\n* to current accumulator value and each element. Returns null if the array is empty.\n* \n@sample samples.collections.Collections.Aggregates.reduceOrNull\n
*\n@SinceKotlin("1.3")\n@ExperimentalStdlibApi\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\ny\npublic inline fun UIntArray.reduceOrNull(operation: (acc: UInt, UInt) -> UInt): UInt? {\n    if (isEmpty())\n        return null\n    var accumulator = this[0] for (index in 1..lastIndex) {\n        accumulator = operation(accumulator, this[index])\n    }\n    return accumulator\n}**\n* Accumulates value starting with the first element and applying [operation] from left to right\n* to current accumulator value and each element. Returns null if the array is empty.\n* \n@sample samples.collections.Collections.Aggregates.reduceOrNull\n
*\n@SinceKotlin("1.3")\n@ExperimentalStdlibApi\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\ny\npublic inline fun ULongArray.reduceOrNull(operation: (acc: ULong, ULong) -> ULong): ULong? {\n    if (isEmpty())\n        return null\n    var accumulator = this[0] for (index in 1..lastIndex) {\n        accumulator = operation(accumulator, this[index])\n    }\n    return accumulator\n}**\n* Accumulates value starting with the first element and applying [operation] from left to right\n* to current accumulator value and each element. Returns null if the array is empty.\n* \n@sample samples.collections.Collections.Aggregates.reduceOrNull\n
*\n@SinceKotlin("1.3")\n@ExperimentalStdlibApi\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\ny\npublic inline fun UByteArray.reduceOrNull(operation: (acc: UByte, UByte) -> UByte): UByte? {\n    if (isEmpty())\n        return null\n    var accumulator = this[0] for (index in 1..lastIndex) {\n        accumulator = operation(accumulator, this[index])\n    }\n    return accumulator\n}**\n* Accumulates value starting with the first element and applying [operation] from left to right\n* to current accumulator value and each element. Returns null if the array is empty.\n* \n@sample samples.collections.Collections.Aggregates.reduceOrNull\n
*\n@SinceKotlin("1.3")\n@ExperimentalStdlibApi\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\ny\npublic inline fun UShortArray.reduceOrNull(operation: (acc: UShort, UShort) -> UShort): UShort? {\n    if (isEmpty())\n        return null\n    var accumulator = this[0] for (index in 1..lastIndex) {\n        accumulator = operation(accumulator, this[index])\n    }\n    return accumulator\n}**\n* Accumulates value starting with last
element and applying \( [operation] \) from right to left to each element and current accumulator value.

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.reduceRight(operation: (UInt, acc: UInt) -> UInt): UInt {
    var index = lastIndex
    if (index < 0)
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}
```

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.reduceRight(operation: (ULong, acc: ULong) -> ULong): ULong {
    var index = lastIndex
    if (index < 0)
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}
```

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.reduceRight(operation: (UByte, acc: UByte) -> UByte): UByte {
    var index = lastIndex
    if (index < 0)
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}
```

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.reduceRight(operation: (UShort, acc: UShort) -> UShort): UShort {
    var index = lastIndex
    if (index < 0)
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}
```
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```kotlin
/*
 * Since Kotlin("1.3")
 * ExperimentalUnsignedTypes
 * @kotlin.internal.InlineOnly
 * public inline fun UByteArray.reduceRightIndexed(operation: (index: Int, UByte, acc: UByte) -> UByte): UByte {
 * var index = lastIndex
 * if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
 * var accumulator = get(index--)
 * while (index >= 0) {
 * accumulator = operation(index, get(index), accumulator)
 * return accumulator
 * }
 * return accumulator
 * }
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
        --index
    }
    return accumulator
}

/**
 * Accumulates value starting with last element and applying [operation] from right to left to each element with its index in the original array and current accumulator value.
 * @param [operation] function that takes the index of an element, the element itself in * and current accumulator value, and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.reduceRight
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.reduceRightOrNull(operation: (UInt, acc: UInt) -> UInt): UInt? {
    var index = lastIndex
    if (index < 0) return null
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}

/**
 * Accumulates value starting with last element and applying [operation] from right to left to each element and current accumulator value. Returns null if the array is empty.
 * @param [operation] function that takes the index of an element, the element itself in * and current accumulator value, and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.reduceRightOrNull
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.reduceRightOrNull(operation: (ULong, acc: ULong) -> ULong): ULong? {
    var index = lastIndex
    if (index < 0) return null
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right to each element and current accumulator value that starts with [initial] value.
 * @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.
 * @example samples.collections.Collections.Aggregates.scan
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R> UIntArray.scan(initial: R, operation: (acc: R, UInt) -> R): List<R> {
    if (isEmpty()) { return emptyList()
    } else {
        var list = mutableListOf(initial)
        for (i in 0 until size) {
            list.add(operation(list.last(), get(i))
        }
        return list
    }
}
```

return listOf(initial)
val result = ArrayList<R>(size + 1).apply { add(initial) }
var accumulator = initial
for (element in this) {
    accumulator = operation(accumulator, element)
    result.add(accumulator)
}
return result

/**
 * Returns a list containing successive accumulation values generated by applying
 * operation from left to right
 * to each element and current accumulator value that starts with [initial] value.
 * Note that ‘acc’ value passed to [operation] function should not be mutated;
 * otherwise it would affect the previous value in resulting list.
 * @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.scan
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnl
y
@public inline fun <R> ULongArray.scan(initial: R, operation: (acc: R, ULong) -> R): List<R> {
    if (isEmpty()) return listOf(initial)
    val result = ArrayList<R>(size + 1).apply { add(initial) }
    var accumulator = initial
    for (element in this) {
        accumulator = operation(accumulator, element)
        result.add(accumulator)
    }
    return result
}

/**
 * Returns a list containing successive accumulation values generated by applying
 * operation from left to right
 * to each element and current accumulator value that starts with [initial] value.
 * Note that ‘acc’ value passed to [operation] function should not be mutated;
 * otherwise it would affect the previous value in resulting list.
 * @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.scan
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnl
y
@public inline fun <R> UByteArray.scan(initial: R, operation: (acc: R, UByte) -> R): List<R> {
    if (isEmpty()) return listOf(initial)
    val result = ArrayList<R>(size + 1).apply { add(initial) }
    var accumulator = initial
    for (element in this) {
        accumulator = operation(accumulator, element)
        result.add(accumulator)
    }
    return result
}

/**
 * Returns a list containing successive accumulation values generated by applying
 * operation from left to right
 * to each element and current accumulator value that starts with [initial] value.
 * Note that ‘acc’ value passed to [operation] function should not be mutated;
 * otherwise it would affect the previous value in resulting list.
 * @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.scan
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnl
y
@public inline fun <R> UShortArray.scan(initial: R, operation: (acc: R, UShort) -> R): List<R> {
    if (isEmpty()) return listOf(initial)
    val result = ArrayList<R>(size + 1).apply { add(initial) }
    var accumulator = initial
    for (element in this) {
        accumulator = operation(accumulator, element)
        result.add(accumulator)
    }
    return result
}

/**
 * Returns a list containing successive accumulation values generated by applying
 * operation from left to right
 * to each element, its index in the original array and current accumulator value that starts with [initial] value.
 * Note that ‘acc’ value passed to [operation] function should not be mutated;
 * otherwise it would affect the previous value in resulting list.
 * @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.scan
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnl
y
@public inline fun <R> UIntArray.scanIndexed(initial: R, operation: (index: Int, acc: R, UInt) -> R): List<R> {
    if (isEmpty()) return listOf(initial)
    val result = ArrayList<R>(size + 1).apply { add(initial) }
    var accumulator = initial
    for (index in indices) {
        accumulator = operation(index, accumulator, this[index])
        result.add(accumulator)
    }
    return result
}

/**
 * Returns a list containing successive accumulation values generated by applying
 * operation from left to right
 * to each element, its index in the original array and current accumulator value that starts with [initial] value.
 * Note that ‘acc’ value passed to [operation] function should not be mutated;
 * otherwise it would affect the previous value in resulting list.
 * @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.scan
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnl
y
@public inline fun <R> UIntArray.scanIndexedIndexed(initial: Int, operation: (index: Int, acc: R, UInt) -> R): List<R> {
    if (isEmpty()) return listOf(initial)
    val result = ArrayList<R>(size + 1).apply { add(initial) }
    var accumulator = initial
    for (index in indices) {
        accumulator = operation(index, accumulator, this[index])
        result.add(accumulator)
    }
    return result
}
public inline fun <R> ULongArray.scanIndexed(initial: R, operation: (index: Int, acc: R, ULong) -> R): List<R> {
    if (isEmpty()) return result {
        val result = ArrayList<R>(size + 1).apply {
            add(initial)
        }
        var accumulator = initial
        for (index in indices) {
            accumulator = operation(index, accumulator, this[index])
            result.add(accumulator)
        }
        return result
    }
}

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right to
 * each element, its index in the original array and current accumulator value that starts with [initial] value.
 * Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous
 * value in resulting list.
 * 
 * @param [operation] function that takes an element, its index in the original array, and the current accumulator
 * value that starts with [initial] value.
 * 
 * @sample samples.collections.Collections.Aggregates.scan
 */

public inline fun <R> UByteArray.scanIndexed(initial: R, operation: (index: Int, acc: R, UByte) -> R): List<R> {
    if (isEmpty()) return result {
        val result = ArrayList<R>(size + 1).apply {
            add(initial)
        }
        var accumulator = initial
        for (index in indices) {
            accumulator = operation(index, accumulator, this[index])
            result.add(accumulator)
        }
        return result
    }
}

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right to
 * each element, its index in the original array and current accumulator value that starts with [initial] value.
 * Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous
 * value in resulting list.
 * 
 * @param [operation] function that takes an element, its index in the original array, and the current accumulator
 * value that starts with the first element of this array.
 * 
 * @sample samples.collections.Collections.Aggregates.scan
 */

public inline fun UIntArray.scanReduce(operation: (acc: UInt, UInt) -> UInt): List<UInt> {
    if (isEmpty()) return emptyList()
    var accumulator = this[0]
    val result = ArrayList<UInt>(size).apply {
        add(accumulator)
    }
    for (index in 1 until size) {
        accumulator = operation(accumulator, this[index])
        result.add(accumulator)
    }
    return result
}

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right to
 * each element and current accumulator value that starts with the first element of this array.
 * 
 * @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator
 * value.
 * 
 * @sample samples.collections.Collections.Aggregates.scanReduce
 */

public inline fun ULongArray.scanReduce(operation: (acc: ULong, ULong) -> ULong): List<ULong> {
    if (isEmpty()) return emptyList()
    var accumulator = this[0]
    val result = ArrayList<ULong>(size).apply {
        add(accumulator)
    }
    for (index in 1 until size) {
        accumulator = operation(accumulator, this[index])
        result.add(accumulator)
    }
    return result
}

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right to
 * each element and current accumulator value that starts with the first element of this array.
 * 
 * @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator
 * value.
 * 
 * @sample samples.collections.Collections.Aggregates.scanReduce
 */
takes current accumulator value and an element, and calculates the next accumulator value.\n
* @sample

```kotlin
public inline fun UByteArray.scanReduce(operation: (acc: UByte, UByte) -> UByte): List<UByte> {
    if (isEmpty()) return emptyList()
    var accumulator = this[0]
    var result = ArrayList<UByte>(size).apply {
        add(accumulator)
    }
    for (index in 1 until size) {
        accumulator = operation(accumulator, this[index])
        result.add(accumulator)
    }
    return result
}
```

* @sample

```kotlin
    if (isEmpty()) return emptyList()
    var accumulator = this[0]
    var result = ArrayList<UShort>(size).apply {
        add(accumulator)
    }
    for (index in 1 until size) {
        accumulator = operation(accumulator, this[index])
        result.add(accumulator)
    }
    return result
}
```

* @sample

```kotlin
public inline fun UIntArray.scanReduceIndexed(operation: (index: Int, acc: UInt, UInt) -> UInt): List<UInt> {
    if (isEmpty()) return emptyList()
    var accumulator = this[0]
    var result = ArrayList<UInt>(size).apply {
        add(accumulator)
    }
    for (index in 1 until size) {
        accumulator = operation(index, accumulator, this[index])
        result.add(accumulator)
    }
    return result
}
```

* @sample

```kotlin
public inline fun ULongArray.scanReduceIndexed(operation: (index: Int, acc: ULong, ULong) -> ULong): List<ULong> {
    if (isEmpty()) return emptyList()
    var accumulator = this[0]
    var result = ArrayList<ULong>(size).apply {
        add(accumulator)
    }
    for (index in 1 until size) {
        accumulator = operation(index, accumulator, this[index])
        result.add(accumulator)
    }
    return result
}
```

* @sample
Returns a list containing successive accumulation values generated by applying [operation] from left to right to each element, its index in the original array and current accumulation value that starts with the first element of this array. * Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list.

```kotlin
ArrayList<UByte>(size).apply { add(accumulator) }
for (index in 1 until size) {
    accumulator = operation(index, accumulator, this[index])
    result.add(accumulator)
}
return result
```

**Returns the sum of all values produced by [selector] function applied to each element in the array.**

```kotlin
UIntArray.sumBy(selector: (UInt) -> UInt): UInt
```

**Returns the sum of all values produced by [selector] function applied to each element in the array.**

```kotlin
UByteArray.sumBy(selector: (UByte) -> UInt): UInt
```

**Returns the sum of all values produced by [selector] function applied to each element in the array.**

```kotlin
UShortArray.sumBy(selector: (UShort) -> UInt): UInt
```
R>): List<Pair<UInt, R>> {
    return zip(other) { t1, t2 -> t1 to t2 }
}

/**
 * Returns a list of pairs built from
 * the elements of `this` array and the [other] array with the same index.
 * The returned list has length of the shortest collection.
 * * @sample samples.collections.Iterables.Operations.zipIterable
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public infix fun <R> ULongArray.zip(other: Array<out R>): List<Pair<UInt, R>> {
    return zip(other) { t1, t2 -> t1 to t2 }
}

/**
 * Returns a list of pairs built from
 * the elements of `this` array and the [other] array with the same index.
 * The returned list has length of the shortest collection.
 * @sample samples.collections.Iterables.Operations.zipIterableWithTransform
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public infix fun <R> UByteArray.zip(other: Array<out R>, transform: (a: UByte, b: R) -> V): List<V> {
    val size = minOf(size, other.size)
    val list = ArrayList<V>(size)
    for (i in 0 until size) {
        list.add(transform(this[i], other[i]))
    }
    return list
}

/**
 * Returns a list of pairs built from
 * the elements of `this` array and the [other] array with the same index.
 * The returned list has length of the shortest collection.
 * * @sample samples.collections.Iterables.Operations.zipIterable
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public infix fun <R> UShortArray.zip(other: Array<out R>, transform: (a: UShort, b: R) -> V): List<V> {
    val size = minOf(size, other.size)
    val list = ArrayList<V>(size)
    for (i in 0 until size) {
        list.add(transform(this[i], other[i]))
    }
    return list
}
Iterable\(<R>: List\langle Pair\langle ULong, R \rangle \rangle \{\n    return zip(other) \{ t1, t2 -> t1 to t2 \} \n\} \n\} * Returns a list of pairs built from the elements of `this` and [other] with the same index.\n* The returned list has length of the shortest collection.\n* \n* @sample samples.collections.Iterables.Operations.zipIterable

*\n@SinceKotlin("1.3")@n@ExperimentalUnsignedTypes@n@public infix fun <R> UByteArray.zip(other: Iterable\(<R>: List\langle Pair\langle UByte, R \rangle \rangle \{\n    return zip(other) \{ t1, t2 -> t1 to t2 \} \n\} \n\} * Returns a list of pairs built from the elements of `this` and [other] with the same index.\n* The returned list has length of the shortest collection.\n* \n* @sample samples.collections.Iterables.Operations.zipIterable

*\n@SinceKotlin("1.3")@n@ExperimentalUnsignedTypes@n@public infix fun <R> UShortArray.zip(other: Iterable\(<R>: List\langle Pair\langle UShort, R \rangle \rangle \{\n    return zip(other) \{ t1, t2 -> t1 to t2 \} \n\} \n\} * Returns a list of values built from the elements of `this` array and the [other] collection with the same index.\n* Using the provided [transform] function applied to each pair of elements.\n* The returned list has length of the shortest collection.\n* \n* @sample samples.collections.Iterables.Operations.zipIterableWithTransform

*\n@SinceKotlin("1.3")@n@ExperimentalUnsignedTypes@n@n@@kotlin.internal.InlineOnly@n@public inline fun <R, V> UIntArray.zip(other: Iterable\(<R, V> {\n    val arraySize = size\n    val list = ArrayList\(V\)\n    var i = 0\n    for (element in other) {\n        if (i >= arraySize) break\n        list.add(transform(this[i++], element))\n    }\n    return list\n\} * Returns a list of values built from the elements of `this` array and the [other] collection with the same index.\n* Using the provided [transform] function applied to each pair of elements.\n* The returned list has length of the shortest collection.\n* \n* @sample samples.collections.Iterables.Operations.zipIterableWithTransform

*\n@SinceKotlin("1.3")@n@ExperimentalUnsignedTypes@n@n@@ kotlinx.internal.InlineOnly@n@public inline fun <R, V> ULongArray.zip(other: Iterable\(<R, V> {\n    val arraySize = size\n    val list = ArrayList\(V\)\n    var i = 0\n    for (element in other) {\n        if (i >= arraySize) break\n        list.add(transform(this[i++], element))\n    }\n    return list\n\} * Returns a list of values built from the elements of `this` array and the [other] collection with the same index.\n* Using the provided [transform] function applied to each pair of elements.\n* The returned list has length of the shortest collection.\n* \n* @sample samples.collections.Iterables.Operations.zipIterableWithTransform

*\n@SinceKotlin("1.3")@n@ExperimentalUnsignedTypes@n@n@@ kotlinx.internal.InlineOnly@n@public inline fun <R, V> UByteArray.zip(other: Iterable\(<R, V> {\n    val arraySize = size\n    val list = ArrayList\(V\)\n    var i = 0\n    for (element in other) {\n        if (i >= arraySize) break\n        list.add(transform(this[i++], element))\n    }\n    return list\n\} * Returns a list of values built from the elements of `this` array and the [other] collection with the same index.\n* Using the provided [transform] function applied to each pair of elements.\n* The returned list has length of the shortest collection.\n* \n* @sample samples.collections.Iterables.Operations.zipIterableWithTransform

*\n@SinceKotlin("1.3")@n@ExperimentalUnsignedTypes@n@n@@ kotlinx.internal.InlineOnly@n@public inline fun <R, V> UShortArray.zip(other: Iterable\(<R, V> {\n    val arraySize = size\n    val list = ArrayList\(V\)\n    var i = 0\n    for (element in other) {\n        if (i >= arraySize) break\n        list.add(transform(this[i++], element))\n    }\n    return list\n\} * Returns a list of values built from the elements of `this` array and the [other] collection with the same index.\n* Using the provided [transform] function applied to each pair of elements.\n* The returned list has length of the shortest collection.\n* \n* @sample samples.collections.Iterables.Operations.zipIterableWithTransform

*\n@SinceKotlin("1.3")@n@ExperimentalUnsignedTypes@n@n@@sample samples.collections.Iterables.Operations.zipIterable

*\n@SinceKotlin("1.3")@n@ExperimentalUnsignedTypes@n@n@@sample samples.collections.Operations.zipIterable

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@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
fun UByteArray.zip(other: UByteArray): List<Pair<UByte, UByte>> {
    return other.zip(this)
}

/**
 * Returns a list of pairs built from the elements of `this` array and the [other] array with the same index.
 * The returned list has length of the shortest collection.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
    return other.zip(this)
}

/**
 * Returns a list of values built from the elements of `this` array and the [other] array with the same index
 * using the provided [transform] function applied to each pair of elements.
 * The returned list has length of the shortest array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
fun UIntArray.zip(other: UIntArray, transform: (a: UInt, b: UInt) -> V): List<V> {
    val size = minOf(size, other.size)
    val list = ArrayList<V>(size)
    for (i in 0 until size) {
        list.add(transform(this[i], other[i]))
    }
    return list
}

/**
 * Returns a list of values built from the elements of `this` array and the [other] array with the same index
 * using the provided [transform] function applied to each pair of elements.
 * The returned list has length of the shortest array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
fun ULongArray.zip(other: ULongArray, transform: (a: ULong, b: ULong) -> V): List<V> {
    val size = minOf(size, other.size)
    val list = ArrayList<V>(size)
    for (i in 0 until size) {
        list.add(transform(this[i], other[i]))
    }
    return list
}

/**
 * Returns the sum of all elements in the array.
 */
@kotlin.jvm.JvmName("sumOfUInt")
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
fun Array<out UInt>.sum(): UInt {
    var sum: UInt = 0u
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the array.
 */
@kotlin.jvm.JvmName("sumOfULong")
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
fun Array<out ULong>.sum(): ULong {
    var sum: ULong = 0uL
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the array.
 */
@kotlin.jvm.JvmName("sumOfUByte")
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
fun Array<out UByte>.sum(): UInt {
    var sum: UInt = 0u
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
fun Array<out UShort>.sum(): UShort {
    var sum: UShort = 0u
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
fun Array<out UByteArray>.

array.

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun ULongArray.sum(): ULong {
    return storage.sum().toULong();
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun UByteArray.sum(): UInt {
    return sumBy { it.toInt() };
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun UShortArray.sum(): UInt {
    return sumBy { it.toUInt() };
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun UByteArray.sum(): UInt {
    return sumBy { it.toUInt() };
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun ULongArray().sum(): ULong {
    var sum: ULong = 0uL
    for (element in this)
        sum += element
    return sum
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun UByteArray().sum(): UInt {
    var sum: UInt = 0u
    for (element in this)
        sum += element
    return sum
}

@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
@public inline fun UShortArray().sum(): UInt {
    var sum: UInt = 0u
    for (element in this)
        sum += element
    return sum
}
```

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return if (a >= b) a else b
}

/**
 * Returns the greater of three
 * values.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun maxOf(a: UInt, b: UInt, c: UInt): UInt {
    return maxOf(a, maxOf(b, c))
}

/**
 * Returns the greater of three
 * values.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun minOf(a: UInt, b: UInt): UInt {
    return if (a <= b) a else b
}

/**
 * Returns the greater of three
 * values.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun maxOf(a: ULong, b: ULong, c: ULong): ULong {
    return maxOf(a, maxOf(b, c))
}

/**
 * Returns the greater of three
 * values.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun maxOf(a: UByte, b: UByte, c: UByte): UByte {
    return maxOf(a, maxOf(b, c))
}

/**
 * Returns the greater of three
 * values.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
    return maxOf(a, maxOf(b, c))
}

/**
 * Returns the smaller of two values.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun minOf(a: UInt, b: UInt): UInt {
    return if (a <= b) a else b
}

/**
 * Returns the smaller of two values.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun minOf(a: ULong, b: ULong): ULong {
    return if (a <= b) a else b
}

/**
 * Returns the smaller of two values.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun minOf(a: UByte, b: UByte): UByte {
    return if (a <= b) a else b
}

/**
 * Returns the smaller of two values.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun minOf(a: UShort, b: UShort): UShort {
    return if (a <= b) a else b
}

/**
 * Returns the smaller of three values.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun minOf(a: UInt, b: UInt, c: UInt): UInt {
    return minOf(a, minOf(b, c))
}

/**
 * Returns the smaller of three values.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun minOf(a: ULong, b: ULong, c: ULong): ULong {
    return minOf(a, minOf(b, c))
}

/**
 * Returns the smaller of three values.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun minOf(a: UByte, b: UByte, c: UByte): UByte {
    return minOf(a, minOf(b, c))
}

/**
 * Returns the smaller of three values.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
    return minOf(a, minOf(b, c))
}

/**
 * Returns the smallest of two values.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun minOf(a: UB​​yte, b: UByte): UByte {
    return minOf(a, b)
}

/**
 * Returns the smallest of two values.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun minOf(a: UShort, b: UShort): UShort {
    return minOf(a, b)
}

/**
 * Returns the smallest of three values.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun minOf(a: UByte, b: UByte, c: UByte): UByte {
    return minOf(a, minOf(b, c))
}

/**
 * Returns the smallest of three values.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
    return minOf(a, minOf(b, c))
}

/**
 * Returns a random element from this
 * range.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UIntRange.random(): UInt {
    return random(Random)
}

/**
 * Returns a random element from this
 * range.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun ULongRange.random(): ULong {
    return random(Random)
}

/**
 * Returns a random element from this
 * range, or `null` if this
 * range is empty.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnl

y

public inline fun UIntRange.randomOrNull(): UInt? {
    return randomOrNull(Random)
}

/**
 * Returns a random element from this range using the specified source of randomness, or `null` if this range is empty.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@ExperimentalUnsignedTypes
@PublicInlinedOn

public inline fun ULongRange.randomOrNull(): ULong? {
    return randomOrNull(Random)
}

/**
 * Returns a random element from this range using the specified source of randomness, or `null` if this range is empty.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@ExperimentalUnsignedTypes
@PublicInlinedOn

public fun UIntRange.randomOrNull(random: Random): UInt? {
    if (isEmpty())
        return null
    return random.nextUInt(this)
}

/**
 * Returns a random element from this range using the specified source of randomness, or `null` if this range is empty.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@ExperimentalUnsignedTypes
public fun ULongRange.randomOrNull(random: Random): ULong? {
    if (isEmpty())
        return null
    return random.nextULong(this)
}

/**
 * Checks if the specified [value] belongs to this range.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public operator fun UIntRange.contains(value: UByte): Boolean {
    return contains(value.toUInt())
}

/**
 * Checks if the specified [value] belongs to this range.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public operator fun ULongRange.contains(value: UShort): Boolean {
    return contains(value.toULong())
}

/**
 * Checks if the specified [value] belongs to this range.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public operator fun UIntRange.contains(element: UInt?): Boolean {
    return element != null && contains(element)
}

/**
 * Checks if the specified [value] belongs to this range.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline operator fun UIntRange.contains(element: UInt?): Boolean {
    return element != null && contains(element)
}

/**
 * Checks if the specified [value] belongs to this range.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline operator fun ULongRange.contains(element: ULong?): Boolean {
    return element != null && contains(element)
}

/**
 * Returns a progression from this value down to the specified [to] value with the step -1.
 * The [to] value should be less than or equal to `this` value. If the [to] value is greater than `this` value the returned progression is empty.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public infix fun UByte.downTo(to: UByte): UIntProgression {
    return UIntProgression.fromClosedRange(this.toUInt(), to.toUInt(), -1)
}

/**
 * Returns a progression from this value down to the specified [to] value with the step -1.
 * The [to] value should be less than or equal to `this` value. If the [to] value is greater than `this` value the returned progression is empty.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public infix fun UInt.downTo(to: UInt): UIntProgression {
    return UIntProgression.fromClosedRange(this, to, -1)
}

/**
 * Returns a progression from this value down to the specified [to] value with the step -1.
 * The [to] value should be less than or equal to `this` value. If the [to] value is greater than `this` value the returned progression is empty.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public infix fun ULong.downTo(to: ULong): ULongProgression {
    return ULongProgression.fromClosedRange(this.toULong(), to.toULong(), -1L)
}

/**
 * Returns a progression from this value down to the specified [to] value with the step -1.
 * The [to] value should be less than or equal to `this` value. If the [to] value is greater than `this` value the returned progression is empty.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public infix fun UShort.downTo(to: UShort):
UIntProgression {
    return UIntProgression.fromClosedRange(this.toUInt(), to.toUInt(), -1u)
}

/**
 * Returns a progression that goes over the same range in the opposite direction with the same step.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UIntProgression.reversed(): UIntProgression {
    return UIntProgression.fromClosedRange(last, first, -step)
}

/**
 * Returns a progression that goes over the same range in the opposite direction with the same step.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun ULongProgression.reversed(): ULongProgression {
    return ULongProgression.fromClosedRange(last, first, -step)
}

/**
 * Returns a progression that goes over the same range with the given step.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public infix fun UIntProgression.step(step: Int): UIntProgression {
    checkStepIsPositive(step > 0, step)
    return UIntProgression.fromClosedRange(first, last, if (this.step > 0) step else -step)
}

/**
 * Returns a progression that goes over the same range with the given step.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public infix fun ULongProgression.step(step: Long): ULongProgression {
    checkStepIsPositive(step > 0, step)
    return ULongProgression.fromClosedRange(first, last, if (this.step > 0) step else -step)
}

/**
 * Returns a range from this value up to but excluding the specified [to] value.
 * If the [to] value is less than or equal to this value, then the returned range is empty.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public infix fun UByte.until(to: UByte): UIntRange {
    if (to <= UByte.MIN_VALUE) return UIntRange.EMPTY
    return this.toUInt() .. (to - 1u).toUInt()
}

/**
 * Returns a range from this value up to but excluding the specified [to] value.
 * If the [to] value is less than or equal to this value, then the returned range is empty.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public infix fun UInt.until(to: UInt): UIntRange {
    if (to <= UInt.MIN_VALUE) return UIntRange.EMPTY
    return this .. (to - 1u).toUInt()
}

/**
 * Returns a range from this value up to but excluding the specified [to] value.
 * If the [to] value is less than or equal to this value, then the returned range is empty.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public infix fun ULong.until(to: ULong): ULongRange {
    if (to <= ULong.MIN_VALUE) return ULongRange.EMPTY
    return this .. (to - 1u).toULong()
}

/**
 * Returns a range from this value up to but excluding the specified [to] value.
 * If the [to] value is less than or equal to this value, then the returned range is empty.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public infix fun UShort.until(to: UShort): UIntRange {
    if (to <= UShort.MIN_VALUE) return UIntRange.EMPTY
    return this.toUInt() .. (to - 1u).toUInt()
}

/**
 * Ensures that this value is not less than the specified [minimumValue].
 * @return this value if it's greater than or equal to the [minimumValue] or the [minimumValue] otherwise.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UInt.coerceAtLeast(minimumValue: UInt): UInt {
    return if (this < minimumValue) minimumValue else this
}

/**
 * Ensures that this value is not less than the specified [minimumValue].
 * @return this value if it's greater than or equal to the [minimumValue] or the [minimumValue] otherwise.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun ULong.coerceAtLeast(minimumValue: ULong): ULong {
    return if (this < minimumValue) minimumValue else this
}

/**
 * Ensures that this value is not less than the specified [minimumValue].
 * @return this value if it's greater than or equal to the [minimumValue] or the [minimumValue] otherwise.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UByte.coerceAtLeast(minimumValue: UByte): UByte {
    return if (this < minimumValue) minimumValue else this
}

/**
 * Ensures that this value is not less than the specified [minimumValue].
 * @return this value if it's greater than or equal to the [minimumValue] or the [minimumValue] otherwise.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UShort.coerceAtLeast(minimumValue: UShort): UShort {
    return if (this < minimumValue) minimumValue else this
}
value is not greater than the specified \([\text{maximumValue}]\).

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UInt.coerceAtMost(maximumValue: UInt): UInt {
    return if (this > maximumValue) maximumValue else this
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun ULong.coerceAtMost(maximumValue: ULong): ULong {
    return if (this > maximumValue) maximumValue else this
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UByte.coerceAtMost(maximumValue: UByte): UByte {
    return if (this > maximumValue) maximumValue else this
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UShort.coerceAtMost(maximumValue: UShort): UShort {
    return if (this > maximumValue) maximumValue else this
}
```

Ensures that this value is not greater than the specified \([\text{maximumValue}]\).
maximumValue: UShort): UShort {
    if (minimumValue > maximumValue) throw
    IllegalArgumentException("Cannot coerce value to an empty range: maximum $maximumValue is less than minimum $minimumValue.\")
    if (this < minimumValue) return minimumValue
    if (this > maximumValue)
        return maximumValue
    return this
}

/**
 * Ensures that this value lies in the specified [range].\n * \n * @return this value if it’s in the [range], or ‘range.start’ if this value is less than ‘range.start’, or ‘range.endInclusive’ if this value is greater than ‘range.endInclusive’.\n * \n * @sample samples.comparisons.ComparableOps.coerceInUnsigned\n */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UInt.coerceIn(range: ClosedRange<UInt>): UInt {
    if (range is ClosedFloatingPointRange) {
        return this.coerceIn<UInt>(range)
    }
    if (range.isEmpty()) throw IllegalArgumentException("Cannot coerce value to an empty range: $range.\")
    return when {
        this < range.start -> range.start
        this > range.endInclusive -> range.endInclusive
        else -> this
    }
}

/**
 * Ensures that this value lies in the specified [range].\n * \n * @return this value if it’s in the [range], or ‘range.start’ if this value is less than ‘range.start’, or ‘range.endInclusive’ if this value is greater than ‘range.endInclusive’.\n * \n * @sample samples.comparisons.ComparableOps.coerceInUnsigned\n */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun ULong.coerceIn(range: ClosedRange<ULong>): ULong {
    if (range is ClosedFloatingPointRange) {
        return this.coerceIn<ULong>(range)
    }
    if (range.isEmpty()) throw IllegalArgumentException("Cannot coerce value to an empty range: $range.\")
    return when {
        this < range.start -> range.start
        this > range.endInclusive -> range.endInclusive
        else -> this
    }
}

import kotlin.random.*

/**
 * Classes that inherit from this interface can be represented as a sequence of elements that can\n * be iterated over.\n * @param T the type of element being iterated over.\n * The iterator is covariant on its element type.\n * @public interface Iterable<T> {\n *     \n * }\n */

"
and that supports removing elements during iteration.

```objectivec
* @param T the type of element being iterated over. The mutable iterator is invariant on its element type.

opaque interface MutableIterable<out T> : Iterable<T> { 
    \n    /**
     * Returns an iterator over the elements of this sequence that supports removing elements during iteration.
     *
     */
    override fun iterator(): MutableIterator<T> \n
    // Query Operations
    /**
     * Returns the size of the collection. 
     * `true` if the collection is empty (contains no elements), `false` otherwise. 
     * Returns `true` if all elements in the specified collection are contained in this collection. 
     */
    public fun isNullOrEmpty(): Boolean

    // Modification Operations
    /**
     * Removes all elements contained in the specified collection.
     *
     * @return `true` if any element was removed from the collection, `false` if the collection was not modified.
     */
    public fun removeAll(elements: Collection<T>): Boolean

    /**
     * Removes all of this collection's elements that are also contained in the specified collection.
     *
     * @return `true` if any of the specified elements was removed from the collection, `false` if the collection was not modified.
     */
    public fun retainAll(elements: Collection<T>): Boolean

    /**
     * Adds the specified element to the collection. 
     * `true` if the element has been added, `false` if the collection does not support duplicates.
     * and the element is already contained in the collection. 
     */
    public fun add(element: T): Boolean

    /**
     * Removes a single instance of the specified element from this collection, if it is present. 
     * `true` if the element has been successfully removed; `false` if it was not present in the collection. 
     */
    public fun remove(element: T): Boolean

    // Positional Access Operations
    /**
     * Returns the index of the first occurrence of the specified element in the list, or -1 if the specified element is not contained in the list. 
     */
    public operator fun indexOf(element: @UnsafeVariance T): Int

    // lastIndexOf(element: @UnsafeVariance T): Int

    // get(index: Int): E
    // Search Operations
    /**
     * Returns the index of the first occurrence of the specified element in the list, or -1 if the specified element is not contained in the list. 
     */
    public fun index(\n
    // lastIndexOf(\n
    // List iterators.
    /**
     * Returns a list iterator over the elements in this list (in proper sequence), starting at the specified index.
     */
    public fun listIterator(index: Int): ListIterator<T>

    // listIterator(): ListIterator<T> 

    // Returns a list iterator over the elements in this list (in proper sequence), starting at the specified index.
    // ListIterator<T> 

    // Returns a view of the portion of this list between the specified fromIndex (inclusive) and toIndex (exclusive).
    \n    // The returned list is backed by this list, so non-structural changes in the returned list are reflected in this list, and vice-versa.
    \n    // Structural changes in the base list make the behavior of the view undefined.
    \n    // public fun subList(fromIndex: Int, toIndex: Int)
    ```
A generic ordered collection of elements that supports adding and removing elements.

- @param E the type of elements contained in the list. The mutable list is invariant on its element type.

OUTHOR INTERFACE MutableList<E> : List<E>, MutableListInterface<E> {

- // Modification Operations

- */\n
- * Adds the specified element to the end of this list.

- */\n * @return 'true' because the list is always modified as the result of this operation.

- */\noverride fun add(element: E): Boolean


- // Bulk Modification Operations

- */\n
- * Adds all of the elements of the specified collection to the end of this list.

- */\n * The elements are appended in the order they appear in the [elements] collection.


public fun addAll(elements: Collection<E>): Boolean

*/**

* Inserts all of the elements of the specified collection [elements] into this list at the specified [index].

* */\n* @return 'true' if the list was changed as the result of the operation.

* */\n
* * @return 'true' if the specified key is not present in the map.

* */\n
* * @return 'true' if the map contains the specified key.

* */\n
* @return 'true' if the map maps one or more keys to the specified [value].

* */\n
* @UnsafeVariance V)

* Returns the value corresponding to the given [key], or 'null' if such a key is not present in the map.

* */\n
* @Since Kotlin("1.1")
of values of type `Boolean`. */

```kotlin
public abstract class BooleanIterator : Iterator<Boolean> {
    override final fun next() = nextBoolean()
    override final fun hasNext() = nextBoolean()
    override final fun nextBoolean(): Boolean
```

/*
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 * contributors.
 * Use of this source code is governed by the Apache 2.0 license that can be found in the
 * LICENSE.txt file. */

```kotlin
package kotlin.ranges

/**
 * An iterator over a progression of values of type `Boolean`. */
public abstract class BooleanIterator : Iterator<Boolean> {
    override final fun next() = nextBoolean()
    override final fun hasNext() = nextBoolean()
    override final fun nextBoolean(): Boolean
```

```kotlin
    override fun nextChar(): Char {
        val value = next
        if (value == finalElement) {
            if (!hasNext) throw kotlin.NoSuchElementException()
```

```kotlin
    override fun nextInt(): Int {
        val value = next
        if (value == finalElement) {
            if (!hasNext) throw kotlin.NoSuchElementException()
```

```kotlin
    override fun nextLong(): Long {
        val value = next
        if (value == finalElement) {
            if (!hasNext) throw kotlin.NoSuchElementException()
```

```kotlin
    override fun next(): Boolean
    }

    /**
     * Checks if the progression is empty. */
    public final fun isNotEmpty(): Boolean = if (step > 0) first > last else first < last
     */
    internal class LongProgressionIterator(first: Long, last: Long, val step: Long) : LongIterator() {
        override fun next(): Long
```
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governing permissions and limitations under the License. *\n
The type with only one value: the 'Unit' object. This type corresponds to the 'void' type in Java. *\n
fun toString() = "kotlin.Unit" *\n
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WITHOUT WARRANTIES OR CONDITIONS OF ANY KIND, either express or *\n
implied. *\n
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limitations under the License. *\n
Package kotlin *\n
/** *\n
The type with only one value: the `Unit` object. This type corresponds to the `void` type in Java. *\n
override fun toString() = "kotlin.Unit" *\n
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implied. *\n
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limitations under the License. *\n
Packages kotlin.annotation *\n
import kotlin.annotation.AnnotationTarget.* *\n
/** *\n
Contains the list of code elements which are the possible annotation targets *\n
Class, interface or object, annotation class is also included *\n
/** Generic type parameter (unsupported yet) *\n
/** Property *\n
/** Field, including property's backing field *\n
/** Local variable *\n
/** Value parameter of a function or a constructor *\n
Function (constructors are not included) *\n
**/ Property getter only *\n
**/ Property setter only *\n
**/ Type usage *\n
/** Annotation isn't stored in binary output *\n
/** Annotation is stored in binary output and visible for reflection (default retention) *\n
/** This meta-annotation determines whether an annotation is stored in binary output, but invisible for reflection *\n
/** Annotation is stored in binary output and visible for reflection (default retention) *\n
/** This meta-annotation determines whether an annotation is stored in binary output, but invisible for reflection *\n
/** Annotation is stored in binary output and visible for reflection (default retention) *\n
/** Annotation is not present on an annotation declaration, the annotation is applicable to the following elements: *\n
*/

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Open Source Used In DNAC Platform Frey 2339
Current implementation for JVM looks whether method with same JVM descriptor exists in the module JDK. For example `MutableMap.remove(K, V)` available only if corresponding method `java/util/Map.remove(Ljava/lang/Object;Ljava/lang/Object;)Z` is defined in JDK (i.e. for major versions >= 8).

```kotlin
/*
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 * license/LICENSE.txt file.
 */
@Target(AnnotationTarget.FUNCTION)
@Retention(AnnotationRetention.BINARY)
internal annotation class PlatformDependent

package kotlin

// a mod b (in arithmetical sense)
private fun mod(a: Int, b: Int): Int {
    val mod = a % b
    return if (mod >= 0) mod else mod + b
}

private fun mod(a: Long, b: Long): Long {
    val mod = a % b
    return if (mod >= 0) mod else mod + b
}

// (a - b) mod c
private fun differenceModulo(a: Int, b: Int, c: Int): Int {
    return mod(mod(a, c) - mod(b, c), c)
}

private fun differenceModulo(a: Long, b: Long, c: Long): Long {
    return mod(mod(a, c) - mod(b, c), c)
}

/**
 * Calculates the final element of a bounded arithmetic progression, i.e. the last element of the progression which is in the range from [start] to [end] in case of a positive [step], or from [end] to [start] in case of a negative [step]. No validation on passed parameters is performed. The given parameters should satisfy the condition:
 * either `step > 0` and `start <= end`, `*` or `step < 0` and `start >= end`.
 * @param start first element of the progression
 * @param end ending bound for the progression
 * @param step increment, or difference of successive elements in the progression
 * @return the final element of the progression
 */
@PublishedApi
internal fun getProgressionLastElement(start: Int, end: Int, step: Int): Int = when {
    step > 0 -> if (start >= end) end else end - differenceModulo(end, start, step)
    step < 0 -> if (start <= end) end else end + differenceModulo(start, end, step)
    else -> throw kotlin.IllegalArgumentException("Step is zero.")
}

/**
 * Calculates the final element of a bounded arithmetic progression, i.e. the last element of the progression which is in the range from [start] to [end] in case of a positive [step], or from [end] to [start] in case of a negative [step]. No validation on passed parameters is performed. The given parameters should satisfy the condition:
 * either `step > 0` and `start <= end`, `*` or `step < 0` and `start >= end`.
 * @param start first element of the progression
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 * @return the final element of the progression
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@PublishedApi
internal fun getProgressionLastElement(start: Long, end: Long, step: Long): Long = when {
    step > 0 -> if (start >= end) end else end - differenceModulo(end, start, step)
    step < 0 -> if (start <= end) end else end + differenceModulo(start, end, step)
    else -> throw kotlin.IllegalArgumentException("Step is zero.")
}

/*
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 * WITHOUT WARRANTIES OR CONDITIONS OF ANY KIND, either express or implied.
 * See the License for the specific language governing permissions and limitations under the License.
 */

package kotlin.reflect

/**
 * Represents a parameter passed to a function or a property getter/setter, including `this` and extension receiver parameters.
 */
public interface KParameter : KAnnotatedElement {
    /**
     * 0-based index of this parameter in the parameter list of its containing callable.
     */
    public val index: Int

    /**
     * Name of this parameter as it was declared in the source code,
     * or null if the parameter has no name or its name is not available at runtime.
     */
    public val name: String?

    /**
     * Type of this parameter. For a vararg parameter, this is the type of the corresponding array,
     * not the individual element.
     */
    public val type: KType

    /**
     * Kind of this parameter.
     */
    public val kind: Kind

    /**
     * Represents a parameter passed to a function or a property getter/setter, including 'this' and extension receiver parameters.
     */
    public interface KAnnotatedParameter : KAnnotatedElement {
        /**
         * 0-based index of this parameter in the parameter list of its containing callable.
         */
        public val index: Int

        /**
         * Name of this parameter as it was declared in the source code,
         * or null if the parameter has no name or its name is not available at runtime.
         */
        public val name: String?

        /**
         * Kind of this parameter.
         */
        public val kind: Kind

        /**
         * Represents a particular position of the parameter declaration in the source code,
         * such as an instance, an extension receiver parameter or a value parameter.
         */
        public enum class Kind {
            INSTANCE, **Extension */
```
For example, in the type `Array<out Number>` the `out Number` is a covariant projection of the type of class `Number`.

For example, in the type `MutableList<in Number>` the `in Number` is a contravariant projection of the type of class `Number`.

For example, in the type `KClass<*>`, `*` is the star projection.

For example, in the type `List<String>` the classifier would be the [KClass] instance for [List].

For example, in the type `Array<out Number>` the only type argument is `out Number`.

In case this type is based on an inner class, the returned list contains the type arguments provided for the innermost class first, then its outer class, and so on.

For example, in the type `Outer<A, B>.Inner<C, D>` the returned list is `[C, D, A, B]`.

In case this type was marked nullable in the source code, `null` is the star projection.

For Kotlin types, it means that `null` value is allowed to be represented by this type.

In practice it means that the type declared with a question mark at the end.

For non-Kotlin types, it means the type or the symbol which was declared with this type is annotated with a runtime-retained nullability annotation such as `[java.annotation.Nullable]`.

Note that even if [isMarkedNullable] is false, values of the type can still be `null`. This may happen if it is a type of the type parameter with a nullable upper bound.

fun <T> foo(t: T) {
    // isMarkedNullable == false for t's type, but t can be null here when T = \Any\n    *
    public val isMarkedNullable: Boolean?
}

The type specified in the projection, or `null` if this is a star projection.

The use-site variance specified in the projection, or `null` if this is a star projection.

The type specified in the projection, or `null` if this is a star projection.

For example, in the type `Array<out Number>` the only type argument is `out Number`.

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    public val isMarkedNullable: Boolean?
}

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fun <T> foo(t: T) {
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    public val isMarkedNullable: Boolean?
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Note that even if [isMarkedNullable] is false, values of the type can still be `null`. This may happen if it is a type of the type parameter with a nullable upper bound.

fun <T> foo(t: T) {
    // isMarkedNullable == false for t's type, but t can be null here when T = \Any\n    *
    public val isMarkedNullable: Boolean?
}
`Number`. *

public fun covariant(type: KType): KTypeProjection ==

KTypeProjection(KVariance.OUT, type)  

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\*\n
package kotlin.reflect

/**
 * Represents variance applied to a type parameter on the declaration site (*declaration-site variance*), or to a type in a projection (*use-site variance*).*

* See [The Kotlin language documentation](https://kotlinlang.org/docs/reference/generics.html#variance) for more information.*

* The affected type parameter or type is *invariant*, which means it has no variance applied to it.*

* INVARIANT,\n
* The affected type parameter or type is *contravariant*.

Denoted by the `in` modifier in the source code.*

* IN

* The affected type parameter or type is *covariant*. Denoted by the `out` modifier in the source code.*

* OUT

* See [The Kotlin language documentation](https://kotlinlang.org/docs/reference/generics.html#variance) for more information.*

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* Visibility is an aspect of a Kotlin declaration regulating where that declaration is accessible in the source code.*

* Visibility can be changed with one of the following modifiers: `public`, `protected`, `internal`, `private`.*

* Note that some Java visibilities such as package-private and protected (which also gives access to items from the same package) cannot be represented in Kotlin, so there's no [KVisibility] value corresponding to them.*

* See [The Kotlin language documentation](https://kotlinlang.org/docs/reference/visibility-modifiers.html) for more information.*

* The visibility of declarations marked with the `public` modifier, or with no modifier at all.*

* PUBLIC

* Visibility of declarations marked with the `protected` modifier.*

* PROTECTED

* Visibility of declarations marked with the `internal` modifier.*

* INTERNAL

* Visibility of declarations marked with the `private` modifier.*

* PRIVATE

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package kotlin.reflect

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* Visibility of declarations marked with the `internal` modifier.*

* INTERNAL

* Visibility of declarations marked with the `private` modifier.*

* PRIVATE
class DynamicArraySource {
    constructor(size) {
        this.size = 0
        for (i in args.indices) {
            size += args[i].asDynamic().length
        }
        val result = js("new a.constructor(size)")
        kotlin.copyArrayType(a, result)
        size = 0
        for (i in args.indices) {
            val arr = args[i].asDynamic()
            for (j in 0 until arr.length) {
                result[size++] = arr[j]
            }
        }
        return result
    }
}

@JsName("booleanArrayOf")
internal fun booleanArrayOf() =
    withType("BooleanArray", js([].slice.call(arguments))")

@JsName("charArrayOf") // The arguments have to be slice'd here because of Rhino (see KT-16974)
internal fun charArrayOf() =
    withType("CharArray", js("new Uint16Array([].slice.call(arguments))")")

@JsName("longArrayOf")
internal fun longArrayOf() =
    withType("LongArray",
        js([].slice.call(arguments))")

@JsName("withType")
@kotlin.internal.InlineOnly
internal inline fun
    withType(type: String, array: dynamic): dynamic {
        array.`$type$` = type
        return array
    }

@file:Suppress("UNUSED_PARAMETER", "NOTHING_TO_INLINE")

package kotlin

/**
 * Returns an empty array of the specified type [T].
 */
public inline fun <T> emptyArray(): Array<T> = js([].

@library
public fun <T> byteArrayOf(vararg elements: Byte): ByteArray = definedExternally

@library
public fun <T> charArrayOf(vararg elements: Char): CharArray = definedExternally

@library
public fun <T> intArrayOf(vararg elements: Int): IntArray = definedExternally

@library
public fun <T> longArrayOf(vararg elements: Long): LongArray = definedExternally

@library
public fun <T> floatArrayOf(vararg elements: Float): FloatArray = definedExternally

@library
public fun <T> doubleArrayOf(vararg elements: Double): DoubleArray = definedExternally

/**
 * Creates a new instance of the [Lazy] that uses the specified initialization function
 * [initializer].
 */
public actual fun <T> lazy(initializer: () -> T): Lazy<T> = UnsafeLazyImpl(initializer)

/**
 * Creates a new instance of the [Lazy] that uses the specified initialization function
 * [initializer].
 * The [mode] parameter is ignored. *
 */
public actual fun <T> lazy(mode: LazyThreadSafetyMode, initializer: () -> T): Lazy<T> =
    UnsafeLazyImpl(initializer)

/**
 * Creates a new instance of the [Lazy] that uses the specified initialization function
 * [initializer].
 * The [lock] parameter is ignored.
 */
public actual fun <T> lazy(lock: Any?, initializer: () -> T): Lazy<T> =
    UnsafeLazyImpl(initializer)

internal fun fillFrom(src: dynamic, dst: dynamic):
    dynamic {
        val srcLen: Int = src.length
        val dstLen: Int = dst.length
        var index: Int = 0
        while (index < srcLen && index < dstLen) dst[index] = src[index++]
        return dst
    }

internal fun
    arrayCopyResize(source: dynamic, newSize: Int, defaultValue: Any?):
        dynamic {
            val result = source.slice(0, newSize)
            copyArrayType(source, result)
            var index: Int = source.length
            if (newSize > index) {
                result.length = newSize
                while (index < newSize) result[index++] = defaultValue
            } else {
                index = 0
                while (index < newSize) result[index++] = source[index++]
            }
        }

internal fun
    <T> arrayPlusCollection(array: dynamic, collection: Collection<T>): dynamic {
        val result = array.slice(0, array.size + collection.size)
        result.length += collection.size
        copyArrayType(array, result)
        var index: Int = array.length
        while (index < array.size + collection.size) result[index++] = collection[index]
        return result
    }

internal fun
    <T> fillFromCollection(array: dynamic, collection: Collection<T>): dynamic {
        val result = array.slice(0, array.size)
        var index: Int = startIndexOf<T>(array)
        while (index < array.size) result[index] = collection[index++]
        return result
    }

internal fun
    startIndexOf<T>(array: dynamic): dynamic {
        return array.indexOf("foo")
    }

internal fun
    isSameType<T>(obj: dynamic, jsClass: dynamic): boolean {
        return obj.`$type$` == js("Kotlin").isType(obj, jsClass)
    }

internal fun
    isNumber(x: dynamic): boolean {
        return x.`$type$` == js("Number").isNumber(x)
    }

internal fun
    isFunction(x: dynamic): boolean {
        return x.`$type$` == js("Function").isFunction(x)
    }

internal fun
    isString(x: dynamic): boolean {
        return x.`$type$` == js("String").isString(x)
    }

internal fun
    isObject(x: dynamic): boolean {
        return x.`$type$` == js("Object").isObject(x)
    }

internal fun
    isArray(x: dynamic): boolean {
        return x.`$type$` == js("Array").isArray(x)
    }

internal fun
    isCollection(x: dynamic): boolean {
        return x.`$type$` == js("Collection").isCollection(x)
    }

internal fun
    isLazy(x: dynamic): boolean {
        return x.`$type$` == js("Lazy").isLazy(x)
    }

internal fun
    isPromise(x: dynamic): boolean {
        return x.`$type$` == js("Promise").isPromise(x)
    }

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    isPromise(x: dynamic): boolean {
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        return x.`$type$` == js("Promise").isPromise(x)
    }

internal fun
    isPromise(x: dynamic): boolean {
        return x.`$type$` == js("Promise").isPromise(x)
    }

internal func
is [failure][isFailure] where 'x' is a string representation of the exception.

```kotlin
public override fun toString(): String =
    when (value) {
        is Failure -> value.toString() // "Failure($exception)"
        else ->
            "Success($value)"
    } // companion with constructors

    /**
     * Companion object for [Result] class that contains its constructor functions
     * [success] and [failure].
     */
    public companion object {

        /**
         * Returns an instance that encapsulates the given [value] as successful.
         */
        public inline fun <T> success(value: T): Result<T> =
            Result(value)

        /**
         * Returns an instance that encapsulates the given [Throwable] as failure.
         */
        public inline fun <T> failure(exception: Throwable): Result<T> =
            Result.createFailure(exception)

        internal class Failure(
            @JvmField
            val exception: Throwable
        ) : Serializable {
            override fun equals(other: Any?): Boolean = other is Failure && exception == other.exception
            override fun hashCode(): Int = exception.hashCode()
            override fun toString(): String = "Failure($exception)"

        }
    }

    /**
     * Creates an instance of internal marker [Result.Failure] class to
     * make sure that this class is not
     * exposed in ABI.
     */
    @PublishedApi
    @SinceKotlin("1.3")
    internal fun createFailure(exception: Throwable): Any =
        Result.Failure(exception)

    /**
     * Throws exception if the result is failure. This internal function
     * minimizes
     * inline bytecode for [getOrThrow] and makes sure that in the future we can add
     * some exception-
     * augmenting logic here (if needed).
     */
    @PublishedApi
    @SinceKotlin("1.3")
    internal fun Result<*>.throwOnFailure() {
        if (value is Result.Failure) throw value.exception
    }

    /**
     * Calls the specified function [block] and returns its encapsulated result if invocation
     * was successful,
     * catching any
     * [Throwable] exception that was thrown from the [block] function execution and
     * encapsulating it as a failure.
     */
    @InlineOnly
    @SinceKotlin("1.3")
    public inline fun <R> runCatching(block: () -> R): Result<R> {
        try {
            Result.success(block())
        } catch (e: Throwable) {
            Result.failure(e)
        }
    }

    /**
     * Calls the specified function [block] with `this` value as its receiver and returns its encapsulated result if invocation
     * was successful,
     * catching any [Throwable] exception that was thrown from the [block] function execution and
     * encapsulating it as a failure.
     */
    @InlineOnly
    @SinceKotlin("1.3")
    public inline fun <T, R> T.runCatching(block: T.() -> R): Result<R> {
        try {
            Result.success(block())
        } catch (e: Throwable) {
            Result.failure(e)
        }
    }

    /**
     * Returns the encapsulated value if this instance represents [success]
     * or throws exception if the instance represents [failure].
     */
    @InlineOnly
    @SinceKotlin("1.3")
    public inline fun <R, T : R> Result<T>.getOrThrow(): R {
        throwOnFailure()
        return value as T
    }

    /**
     * Returns the encapsulated value if this instance represents [success] or the
     * result of [onFailure] function for the encapsulated [Throwable] exception if it
     * is [failure].
     */
    @InlineOnly
    @SinceKotlin("1.3")
    public inline fun <R, T> Result<T>.getOrElse(onFailure: (exception: Throwable) -> R): R {
        contract {
            callsInPlace(onSuccess, InvocationKind.AT_MOST_ONCE)
            callsInPlace(onFailure, InvocationKind.AT_MOST_ONCE)
        }
        return when (val exception = exceptionOrNull()) {
            null -> onSuccess(value as T)
            else -> onFailure(exception)
        }
    }

    /**
     * Returns the encapsulated value if this instance represents [success] or the
     * [defaultValue] if it is [failure].
     */
    @InlineOnly
    @SinceKotlin("1.3")
    public inline fun <R, T : R> Result<T>.getOrDefault(defaultValue: R): R {
        if (isFailure) return defaultValue
        return value as T
    }

    /**
     * Returns the result of [onSuccess] for the
     * encapsulated value if this instance represents [success] or the
     * result of [onFailure] function for the encapsulated [Throwable] exception if it
     * is [failure].
     */
    @InlineOnly
    @SinceKotlin("1.3")
    public inline fun <R, T : R> Result<T>.fold(
        onSuccess: (value: T) -> R,
        onFailure: (exception: Throwable) -> R
    ): R {
        contract {
            callsInPlace(onSuccess, InvocationKind.AT_MOST_ONCE)
            callsInPlace(onFailure, InvocationKind.AT_MOST_ONCE)
        }

        return when (val exception = exceptionOrNull()) {
            null -> onSuccess(value as T)
            else -> onFailure(exception)
        }
    }
```
onFailure(exception)\n    |n|\n/ transformation\n\n/*\n * Returns the encapsulated result of the given
 * transform function applied to the encapsulated value\n * if this instance represents [success][]Result.isSuccess or the\n * original encapsulated [Throwable] exception if it is [failure][]Result.isFailure.\n * Note, that this function rethrows any [Throwable] exception thrown by [transform] function.\n * See [mapCatching] for an alternative that encapsulates exceptions.\n */@InlineOnly@SinceKotlin("1.3.1")public inline fun \n<R, T> Result<T>.map(transform: (value: T) -> R): Result<R> {\n    contract {\n        callsInPlace(transform, InvocationKind.AT_MOST_ONCE)\n    }\n    return when {\n        isSuccess -> Result.success(transform(value as T))\n        else -> Result(value)\n    }\n}

/**
 * Returns the encapsulated result of the given [transform] function applied to the encapsulated value\n * if this instance represents [success][]Result.isSuccess or the\n * original encapsulated [Throwable] exception if it is [failure][]Result.isFailure.\n */
@InlineOnly@SinceKotlin("1.3.1")public inline fun \n<R, T> Result<T>.mapCatching(transform: (value: T) -> R): Result<R> {\n    return when (val exception = exceptionOrNull()) {\n        null -> this\n        else -> runCatching { transform(value) }\n    }\n}

/**
 * Performs the given [action] on the encapsulated [Throwable] exception if this instance represents
 * [failure][]Result.isFailure.\n */
@InlineOnly@SinceKotlin("1.3.1")public inline fun \n<R, T> Result<T>.onFailure(action: (exception: Throwable) -> Unit): Result<T> {\n    contract {\n        callsInPlace(action, InvocationKind.AT_MOST_ONCE)\n    }\n    exceptionOrNull()?.let { action(it) }\n    return this\n}

/**
 * Performs the given [action] on the encapsulated value if this instance represents [success][]Result.isSuccess.\n */
@InlineOnly@SinceKotlin("1.3.1")public inline fun \n<R, T> Result<T>.onSuccess(action: (value: T) -> Unit): Result<T> {\n    contract {\n        callsInPlace(action, InvocationKind.AT_MOST_ONCE)\n    }\n    if (isSuccess) action(value as T)\n    return this\n}

// -------------------

/*
 * Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */

package kotlin.coroutines

import kotlin.coroutines.intrinsics.*
import kotlin.internal.InlineOnly

/**
 * Interface representing a continuation after a suspension point that returns a value of type `T`.\n */
@SinceKotlin("1.3.1")interface Continuation<in T> {\n    /**
     * The context of the coroutine that corresponds to this continuation.\n     */
    @InlineOnly@SinceKotlin("1.3.1")public val context: CoroutineContext\n
    /**
     * Resumes the execution of the corresponding coroutine passing a successful or failed [result] as the\n     * return value of the last suspension point.\n     */
    fun resume(result: Result<T>): Continuation<T>\n
    /**
     * The context of the coroutine that corresponds to this continuation.\n     */
    @InlineOnly@SinceKotlin("1.3.1")public val context: CoroutineContext\n
    /**
     * Interface representing a continuation after a suspension point that returns a value of type `T`.\n     */
    interface Continuation<in T> {\n        /**
         * The context of the coroutine that corresponds to this continuation.\n         */
        @InlineOnly@SinceKotlin("1.3.1")public val context: CoroutineContext\n
        /**
         * Resumes the execution of the corresponding coroutine passing a successful or failed [result] as the\n         * return value of the last suspension point.\n         */
        fun resume(result: Result<T>): Continuation<T>\n    }

    /**
     * Interface representing a continuation after a suspension point that returns a value of type `T`.\n     */
    interface Continuation<in T> {\n        /**
         * The context of the coroutine that corresponds to this continuation.\n         */
        @InlineOnly@SinceKotlin("1.3.1")public val context: CoroutineContext\n
        /**
         * Resumes the execution of the corresponding coroutine passing a successful or failed [result] as the\n         * return value of the last suspension point.\n         */
        fun resume(result: Result<T>): Continuation<T>\n    }

    /**
     * Interface representing a continuation after a suspension point that returns a value of type `T`.\n     */
    interface Continuation<in T> {\n        /**
         * The context of the coroutine that corresponds to this continuation.\n         */
        @InlineOnly@SinceKotlin("1.3.1")public val context: CoroutineContext\n
        /**
         * Resumes the execution of the corresponding coroutine passing a successful or failed [result] as the\n         * return value of the last suspension point.\n         */
        fun resume(result: Result<T>): Continuation<T>\n    }

    /**
     * Interface representing a continuation after a suspension point that returns a value of type `T`.\n     */
    interface Continuation<in T> {\n        /**
         * The context of the coroutine that corresponds to this continuation.\n         */
        @InlineOnly@SinceKotlin("1.3.1")public val context: CoroutineContext\n
        /**
         * Resumes the execution of the corresponding coroutine passing a successful or failed [result] as the\n         * return value of the last suspension point.\n         */
        fun resume(result: Result<T>): Continuation<T>\n    }

    /**
     * Interface representing a continuation after a suspension point that returns a value of type `T`.\n     */
    interface Continuation<in T> {\n        /**
         * The context of the coroutine that corresponds to this continuation.\n         */
        @InlineOnly@SinceKotlin("1.3.1")public val context: CoroutineContext\n
        /**
         * Resumes the execution of the corresponding coroutine passing a successful or failed [result] as the\n         * return value of the last suspension point.\n         */
        fun resume(result: Result<T>): Continuation<T>\n    }
public annotation class RestrictsSuspension

/**
 * Resumes the execution of the corresponding coroutine passing [value] as the return value of the last suspension point.
 */
@SinceKotlin("1.3")
@Target(AnnotationTarget.CLASS)
@Retention(AnnotationRetention.BINARY)
public inline

fun <T> Continuation<T>.resume(value: T): Unit =
resumeWith(Result.success(value))

/**
 * Resumes the execution of the corresponding coroutine so that the [exception] is re-thrown right after the
 */
@SinceKotlin("1.3")
@InlineOnly
public inline

fun <T> Continuation<T>
resumeWithException(exception: Throwable): Unit =
resumeWith(Result.failure(exception))

/**
 * Creates a coroutine without a receiver and with result type [T].
 */
@SinceKotlin("1.3")
@InlineOnly
public inline

fun <T> suspendCoroutine(crossinline block: (Continuation<T>) -> Unit): T =
suspendCoroutineUninterceptedOrReturn { c: Continuation<T> ->
    val safe = SafeContinuation(c.intercepted())
    block(safe)
    safe.getOrThrow()
}

/**
 * Obtains the context of the current coroutine.
 */
@SinceKotlin("1.3")
@Suppress("WRONG_MODIFIER_TARGET")
@InlineOnly
public suspend inline

val coroutineContext: CoroutineContext
    get() {
        throw NotImplementedError("Implemented as
Starts an unintercepted coroutine without a receiver and with result type \([T]\) and executes it until its first suspension.\[*\] Returns the result of the coroutine or throws its exception if it does not suspend or \([\text{COROUTINE\_SUSPENDED}]\) if it suspends.\[*\] In the latter case, the \([\text{completion}]\) continuation is invoked when the coroutine completes with a result or an exception.\[*\] The coroutine is started directly in the invoker's thread without going through the \([\text{ContinuationInterceptor}]\) that might\[*\] be present in the completion's \([\text{CoroutineContext}]\). It is the invoker's responsibility to ensure that a proper invocation context is established.\[*\] This function is designed to be used from inside of \([\text{suspend\_Coroutine\_Unintercepted\_Or\_Return}]\) to resume the execution of the suspended coroutine using a reference to the suspending function.\[*\] Returns the result of the coroutine or coroutine using a reference to the suspending function.\[*\] This function is designed to be used from inside of \([\text{suspend\_Coroutine\_Unintercepted\_Or\_Return}]\) to resume the execution of the suspended coroutine.
continuation.

* Invocation of `resume(Unit)` on intercepted continuation guarantees that execution of both the coroutine and `[completion]` happens in the invocation context established by `resume(Unit)`. Repeated invocation of any resume function on the resulting continuation corrupts the state machine of the coroutine and may result in arbitrary behaviour or exception.

* `Invocation of `resume(Unit)` on intercepted continuation guarantees that execution of both the coroutine and `\[completion\]` happens in the invocation context established by `ContinuationInterceptor`. Repeated invocation of any resume function on the resulting continuation corrupts the state machine of the coroutine and may result in arbitrary behaviour or exception.

* `ContinuationInterceptor

```kotlin
@SinceKotlin("1.3")
public actual fun <R, T>
    (suspend R.() -> T).createCoroutineUnintercepted(
        receiver: R,
        completion: Continuation<T>
    ): Continuation<Unit> =
    // Kotlin/JS suspend lambdas have an extra parameter `suspended` if
    if (this.asDynamic().length == 3) {
        // When `suspended` is true the continuation is created, but not executed
        this.asDynamic()(receiver, completion, true)
    } else {
        createCoroutineFromSuspendFunction(completion) {
            this.asDynamic()(receiver, completion)
        }
    }

/**
 * Intercepts this continuation with `ContinuationInterceptor`
 *
 * This function shall be used on the immediate result of
 * `createCoroutineUnintercepted` or `suspendCoroutineUninterceptedOrReturn`, in case it checks for
 * `ContinuationInterceptor` in the continuation's `context`
 *
 * If this function is invoked on other `Continuation` instances it returns `this` continuation unchanged.
 * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.
 * */

package kotlin.js

@library
@JsName("imulEmulated")
internal
fun imul(x: Int, y: Int): Int = definedExternally

internal inline fun isArrayish(o: dynamic) =
    js("Kotlin").isArrayish(o)

package kotlin

/**
 * Returns a bit representation of the specified floating-point value as `Long`
 * according to the IEEE 754 floating-point "double format" bit layout.
 * 
 * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.
 * */

package kotlin.math

/**
 * Returns a bit representation of the specified floating-point value as `Long`
 * according to the IEEE 754 floating-point "double format" bit layout.
 * 
 * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.
 * */

package kotlin

@file:Suppress("UNUSED_PARAMETER")

package kotlin.js

@kotlin.internal.InlineOnly
internal
inline fun jsDeleteProperty(obj: Any, property: Any) {
    js("delete obj\[property\]")
}

@kotlin.internal.InlineOnly
internal inline fun jsBitwiseOr(lhs: Any?, rhs: Any?): Int =
    js("lhs | rhs").unsafeCast<Int>()

package kotlin

/**
 * Returns a bit representation of the specified floating-point value as `Double`
 * according to the IEEE 754 floating-point "double format" bit layout.
 * 
 * Note that in Kotlin/JS `Float` range is wider than "double format" bit layout can represent, so...
some [Float] values may overflow, underflow or loose their accuracy after conversion to bits and back.

```kotlin
@SinceKotlin("1.2")
@library("floatToBits")
public actual fun Float.toBits(): Int =
    definedExternally

/**
 * Returns a bit representation of the specified floating-point value as [Int]
 * according to the IEEE 754 floating-point "single format" bit layout.
 * preserving `NaN` values exact layout.
 * 
 * Note that in Kotlin/JS [Float] range is wider than "single format" bit layout can represent.
 * so some [Float] values may overflow, underflow or lose their accuracy after conversion to bits and back.

@SinceKotlin("1.2")
@library("floatToRawBits")
public actual fun Float.toRawBits(): Int =
    definedExternally

/**
 * Returns the [Float] value corresponding to a given bit representation.
 * 
 * @sample samples.kt.floats

@SinceKotlin("1.2")
@kotlin.internal.InlineOnly
public actual inline fun Float.Companion.fromBits(bits: Int): Float =
    js("Kotlin").floatFromBits(bits).unsafeCast<Float>()

internal inline fun Long(low: Int, high: Int) =
    js("Kotlin").Long.fromBits(low, high).unsafeCast<Long>()
internal inline val Long.low: Int get() =
    this.asDynamic().getLowBits().unsafeCast<Int>()
internal inline val Long.high: Int get() =
    this.asDynamic().getHighBits().unsafeCast<Int>()

package kotlin.text

/**
 * Returns a string representation of this [Long] value in the specified [radix].
 * 
 * @throws IllegalArgumentException when [radix] is not a valid radix
 * for number to string conversion.

@SinceKotlin("1.2")
public actual fun Long.toString(radix: Int): String =
    this.asDynamic().toString(checkRadix(radix))

package kotlin.collections

// NOTE: THIS FILE IS AUTO-GENERATED
// See: https://github.com/JetBrains/kotlin/tree/master/libraries/stdlib

import kotlin.js.*
import kotlin.ranges.contains
import kotlin.ranges.reversed

/**
 * Reverses elements in the list in-place.
 */
public actual fun <T> MutableList<T>.reverse(): Unit {
    val midPoint = (size / 2) - 1
    if (midPoint < 0) return
    var reverseIndex = lastIndex
    for (index in 0..midPoint) {
        val tmp = this[index]
        this[index] = this[reverseIndex]
        this[reverseIndex] = tmp
        reverseIndex--
    }
}

package kotlin.text

// NOTE: THIS FILE IS AUTO-GENERATED
// See: https://github.com/JetBrains/kotlin/tree/master/libraries/stdlib

import kotlin.js.*

/**
 * Returns a character at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is out of bounds of this char sequence.
 * 
 * @sample samples.collections.Collections.Elements.elementAt

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public actual fun UIntArray.elementAt(index: Int): UInt {
    return elementAtOrElse(index) { throw IndexOutOfBoundsException("index: $index, size: $size") }
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public actual fun ULongArray.elementAt(index: Int): ULong {
    return elementAtOrElse(index) { throw IndexOutOfBoundsException("index: $index, size: $size") }
}

package kotlin.collections

// NOTE: THIS FILE IS AUTO-GENERATED
// See: https://github.com/JetBrains/kotlin/tree/master/libraries/stdlib

import kotlin.js.*
import kotlin.ranges.contains
import kotlin.ranges.reversed

/**
 * Returns an element at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is out of bounds of this array.

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public actual fun ULongArray.elementAt(index: Int): ULong {
    return elementAtOrElse(index) { throw IndexOutOfBoundsException("index: $index, size: $size") }
}
```

Open Source Used In DNAC Platform Frey 2351
public actual fun UByteArray.elementAt(index: Int): UByte {
    return elementAtOrElse(index) { throw IndexOutOfBoundsException("index: $index, size: $size") }
}

/**
 * Returns an element at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is
 * out of bounds of this array.
 */
public actual fun UShortArray.elementAt(index: Int): UShort {
    return elementAtOrElse(index) { throw IndexOutOfBoundsException("index: $index, size: $size") }
}

/**
 * Returns a [List] that wraps the original array.
 */
public actual fun UIntArray.asList(): List<UInt> {
    return object : AbstractList<UInt>(), RandomAccess {
        override val size: Int get() = this@asList.size
        override fun isEmpty(): Boolean = this@asList.isEmpty()
        override fun contains(element: UInt): Boolean = this@asList.contains(element)
        override fun get(index: Int): UInt {
            AbstractList.checkElementIndex(index, size)
            return this@asList[index]
        }
        override fun indexOf(element: UInt): Int {
            if ((element as Any?) !is UInt) return -1
            return this@asList.indexOf(element)
        }
        override fun lastIndexOf(element: UInt): Int {
            if ((element as Any?) !is UInt) return -1
            return this@asList.lastIndexOf(element)
        }
    }
}

/**
 * Returns a [List] that wraps the original array.
 */
public actual fun ULongArray.asList(): List<ULong> {
    return object : AbstractList<ULong>(), RandomAccess {
        override val size: Int get() = this@asList.size
        override fun isEmpty(): Boolean = this@asList.isEmpty()
        override fun contains(element: ULong): Boolean = this@asList.contains(element)
        override fun get(index: Int): ULong {
            AbstractList.checkElementIndex(index, size)
            return this@asList[index]
        }
        override fun indexOf(element: ULong): Int {
            if ((element as Any?) !is ULong) return -1
            return this@asList.indexOf(element)
        }
        override fun lastIndexOf(element: ULong): Int {
            if ((element as Any?) !is ULong) return -1
            return this@asList.lastIndexOf(element)
        }
    }
}

/**
 * Returns a [List] that wraps the original array.
 */
public actual fun UByteArray.asList(): List<UByte> {
    return object : AbstractList<UByte>(), RandomAccess {
        override val size: Int get() = this@asList.size
        override fun isEmpty(): Boolean = this@asList.isEmpty()
        override fun contains(element: UByte): Boolean = this@asList.contains(element)
        override fun get(index: Int): UByte {
            AbstractList.checkElementIndex(index, size)
            return this@asList[index]
        }
        override fun indexOf(element: UByte): Int {
            if ((element as Any?) !is UByte) return -1
            return this@asList.indexOf(element)
        }
        override fun lastIndexOf(element: UByte): Int {
            if ((element as Any?) !is UByte) return -1
            return this@asList.lastIndexOf(element)
        }
    }
}

/**
 * Returns a [List] that wraps the original array.
 */
public actual fun UShortArray.asList(): List<UShort> {
    return object : AbstractList<UShort>(), RandomAccess {
        override val size: Int get() = this@asList.size
        override fun isEmpty(): Boolean = this@asList.isEmpty()
        override fun contains(element: UShort): Boolean = this@asList.contains(element)
        override fun get(index: Int): UShort {
            AbstractList.checkElementIndex(index, size)
            return this@asList[index]
        }
        override fun indexOf(element: UShort): Int {
            if ((element as Any?) !is UShort) return -1
            return this@asList.indexOf(element)
        }
        override fun lastIndexOf(element: UShort): Int {
            if ((element as Any?) !is UShort) return -1
            return this@asList.lastIndexOf(element)
        }
    }
}

@file:Suppress("DEPRECATION")
package jquery.ui

//jquery UI
import jquery.JQuery
import kotlin.js.Json

@Deprecated("Use declarations from 'https://bintray.com/kotlin/js-externals/kotlin-js-jquery' package instead.")
public inline fun JQuery.buttonset(): JQuery = asDynamic().buttonset()

@Deprecated("Use declarations from 'https://bintray.com/kotlin/js-externals/kotlin-js-jquery' package instead.")
public inline fun JQuery.dialog(): JQuery = asDynamic().dialog()

@Deprecated("Use declarations from 'https://bintray.com/kotlin/js-externals/kotlin-js-jquery' package instead.")
public inline fun JQuery.buttonset(): JQuery = asDynamic().buttonset()
private inline fun JQuery.dialog(mode: String): JQuery = asDynamic().dialog(mode)

@Deprecated("Use `external` modifier instead", level = DeprecationLevel.ERROR)
public annotation class native(public val name: String = "")

@Target(FUNCTION)
@Deprecated("Use inline extension function with body using dynamic")
public annotation class nativeGetter

@Target(FUNCTION)
@Deprecated("Use inline extension function with body using dynamic")
public annotation class nativeSetter

@Target(FUNCTION)
@Deprecated("Use inline extension function with body using dynamic")
public annotation class nativeInvoke

@Target(CLASS, FUNCTION, PROPERTY)
internal annotation class library(public val name: String = "")

@Target(CLASS)
internal annotation class marker

/**
 * Gives a declaration (a function, a property or a class) specific name in JavaScript.
 *
 * This may be useful in the following cases:
 *
 *   * There are two functions for which the compiler gives same name in JavaScript, you can mark one with `@JsName(...)` to prevent the compiler from reporting error.
 *   * You are writing a JavaScript library in Kotlin. The compiler produces mangled names in * for functions with parameters, which is unnatural for usual JavaScript developer.
 *   * For some reason you want to rename declaration, e.g. there’s common term in JavaScript for a concept provided by the declaration, which in uncommon in Kotlin.
 *
 * Example:
 *
 * ``` kotlin
 * class Person(val name: String) {
 *     fun hello() {
 *         println("Hello $name!")
 *     }
 *
 *     @JsName("helloWithGreeting")
 *     fun hello(greeting: String) {
 *         println("$greeting $name!")
 *     }
 * }
 * ```
 *
 * @property name the name which compiler uses both for declaration itself and for all references to the declaration. It’s required for functions with parameters, which is unnatural for usual JavaScript developer.
 * @see JsNonModule
 */
@Retention(AnnotationRetention.BINARY)
@Target(CLASS, FUNCTION, PROPERTY, CONSTRUCTOR, VALUE_PARAMETER, PROPERTY_GETTER, PROPERTY_SETTER)
@Target(AnnotationTarget.CLASS, FUNCTION, PROPERTY, CONSTRUCTOR, VALUE_PARAMETER, PROPERTY_GETTER, PROPERTY_SETTER)
@Retention(AnnotationRetention.BINARY)
@Target(AnnotationTarget.CLASS, PROPERTY, FUNCTION, FILE)
public actual annotation class JsName(actual val name: String)

/**
 * Denotes an `external` declaration that must be imported from native JavaScript library.
 * @see JsNonModule
 */
@Retention(AnnotationRetention.BINARY)
@Target(CLASS, PROPERTY, FUNCTION, FILE)
public annotation class JsModule(val import: String)
system. However, by applying [JsModule] annotation you can make a declaration unavailable to *plain* module system. Some JavaScript libraries are distributed both as a standalone downloadable piece of JavaScript and as a module available as an npm package. To tell the Kotlin compiler to accept both cases, you can augment [JsModule] with the '@JsNonModule' annotation. For example: `@JsModule("jquery") @JsNonModule
external abstract class JQuery()
```
// some declarations here
JQuery(element: Element)
```
To tell the Kotlin compiler to accept both cases, you can augment [JsModule] with the `@JsNonModule` annotation.

For example:
```
@JsModule("jquery")
@JsNonModule
@JsName("$")
external abstract class JQuery()
```
```
@JsModule("jquery")
@JsNonModule
@JsName("$")
external fun JQuery(element: Element)
```

@see JsModule

/**
 * Marks experimental JS export annotations.
 *
 * Note that behaviour of these annotations will likely be changed in the future. Usages of such annotations will be reported as warnings unless an explicit opt-in with *the* [OptIn] annotation, e.g. `@OptIn(ExperimentalJsExport::class)` or with the `-Xopt-in=kotlin.js.ExperimentalJsExport` compiler option is given.

* @Retention(AnnotationRetention.BINARY)
* @Target(CLASS, PROPERTY, FUNCTION, FILE)
* @since 1.3
*/
@Experimental
@Retention(AnnotationRetention.BINARY)
@Target(CLASS, PROPERTY, FUNCTION, FILE)
@since 1.3
public annotation class JsExport

/**
 * Provides a skeletal implementation of the [MutableCollection] interface.
 *
 * @param E the type of elements contained in the collection.
 */
public actual abstract class AbstractMutableCollection<E> protected actual constructor(): AbstractCollection<E>(), MutableCollection<E> {

    actual abstract override fun add(element: E): Boolean

    actual override fun remove(element: E): Boolean {
        val iterator = iterator()
        while (iterator.hasNext()) {
            if (iterator.next() == element) {
                iterator.remove()
                return true

        }
        return false
    }

    actual override fun addAll(elements: Collection<E>): Boolean {
        var modified = false
        for (element in elements) {
            if (add(element)) modified = true
        }
        return modified
    }

    actual override fun removeAll(elements: Collection<E>): Boolean = (this as MutableIterable<E>).removeAll { it in elements }

    actual override fun retainAll(elements: Collection<E>): Boolean = (this as
element

private class SubList<E>(private val list: AbstractMutableList<E>, private val fromIndex: Int, toIndex: Int) : AbstractMutableList<E>(), RandomAccess {
    private var _size: Int = 0

    init {
        AbstractList.checkRangeIndexes(fromIndex, toIndex, list.size)
        this._size = toIndex - fromIndex
    }

    override fun add(index: Int, element: E) {
        AbstractList.checkPositionIndex(index, _size)
        list.add(fromIndex + index, element)
        _size++
    }

    override fun get(index: Int): E {
        AbstractList.checkElementIndex(index, _size)
        return list.get(fromIndex + index)
    }

    override fun removeAt(index: Int): E {
        AbstractList.checkElementIndex(index, _size)
        return list.removeAt(fromIndex + index)
    }

    override fun set(index: Int, element: E): E {
        AbstractList.checkElementIndex(index, _size)
        return list.set(fromIndex + index, element)
    }

    override val size: Int get() = _size
}

private class SubList<E>(private val list: AbstractMutableList<E>, private val fromIndex: Int, toIndex: Int) : AbstractMutableList<E>(), RandomAccess {
    private var _size: Int = 0

    init {
        AbstractList.checkRangeIndexes(fromIndex, toIndex, list.size)
        this._size = toIndex - fromIndex
    }

    override fun add(index: Int, element: E) {
        AbstractList.checkPositionIndex(index, _size)
        list.add(fromIndex + index, element)
        _size++
    }

    override fun get(index: Int): E {
        AbstractList.checkElementIndex(index, _size)
        return list.get(fromIndex + index)
    }

    override fun removeAt(index: Int): E {
        AbstractList.checkElementIndex(index, _size)
        return list.removeAt(fromIndex + index)
    }

    override fun set(index: Int, element: E): E {
        AbstractList.checkElementIndex(index, _size)
        return list.set(fromIndex + index, element)
    }

    override val size: Int get() = _size
}
this way? Currently it's unspecified in JVM

override fun equals(other: Any?): Boolean {
if (this === other) return true

AbstractList.orderedEquals(this, other)  
|\n
override fun hashCode(): Int = 

AbstractList.orderedHashCode(this)  
|\n
actual override fun remove(key: K): V? {  
|\n
val iter = entries.iterator()  
while (iter.hasNext()) {  
|\n
val entry = iter.next()  
|\n
val k = entry.key  
if (key == k) {  
|\n
val value = entry.value  
|\n
iter.remove()  
|\n
return value  
|\n
return null  
|\n

fun removeRange(fromIndex: Int, toIndex: Int) {
    modCount++
    return true
}

fun removeRange(intArray: IntArray, fromIndex: Int, toIndex: Int) {
    modCount++
    return false
}

override fun removeRange(fromIndex: Int, toIndex: Int) {
    modCount++
    return true
}

fun removeRange(intArray: IntArray, fromIndex: Int, toIndex: Int) {
    modCount++
    return false
}

override fun removeRange(fromIndex: Int, toIndex: Int) {
    modCount++
    return true
}

fun removeRange(intArray: IntArray, fromIndex: Int, toIndex: Int) {
    modCount++
    return false
}

override fun removeRange(fromIndex: Int, toIndex: Int) {
    modCount++
    return true
}

fun removeRange(intArray: IntArray, fromIndex: Int, toIndex: Int) {
    modCount++
    return false
}

override fun removeRange(fromIndex: Int, toIndex: Int) {
    modCount++
    return true
}

fun removeRange(intArray: IntArray, fromIndex: Int, toIndex: Int) {
    modCount++
    return false
}

override fun removeRange(fromIndex: Int, toIndex: Int) {
    modCount++
    return true
}

fun removeRange(intArray: IntArray, fromIndex: Int, toIndex: Int) {
    modCount++
    return false
}

override fun removeRange(fromIndex: Int, toIndex: Int) {
    modCount++
    return true
}

fun removeRange(intArray: IntArray, fromIndex: Int, toIndex: Int) {
    modCount++
    return false
}

override fun removeRange(fromIndex: Int, toIndex: Int) {
    modCount++
    return true
}

fun removeRange(intArray: IntArray, fromIndex: Int, toIndex: Int) {
    modCount++
    return false
}

override fun removeRange(fromIndex: Int, toIndex: Int) {
    modCount++
    return true
}

fun removeRange(intArray: IntArray, fromIndex: Int, toIndex: Int) {
    modCount++
    return false
}

override fun removeRange(fromIndex: Int, toIndex: Int) {
    modCount++
    return true
}

fun removeRange(intArray: IntArray, fromIndex: Int, toIndex: Int) {
    modCount++
    return false
}

override fun removeRange(fromIndex: Int, toIndex: Int) {
    modCount++
    return true
}

fun removeRange(intArray: IntArray, fromIndex: Int, toIndex: Int) {
    modCount++
    return false
}

override fun removeRange(fromIndex: Int, toIndex: Int) {
    modCount++
    return true
}

fun removeRange(intArray: IntArray, fromIndex: Int, toIndex: Int) {
    modCount++
    return false
}

override fun removeRange(fromIndex: Int, toIndex: Int) {
    modCount++
    return true
}

fun removeRange(intArray: IntArray, fromIndex: Int, toIndex: Int) {
    modCount++
    return false
}

override fun removeRange(fromIndex: Int, toIndex: Int) {
    modCount++
    return true
}

fun removeRange(intArray: IntArray, fromIndex: Int, toIndex: Int) {
    modCount++
    return false
}

override fun removeRange(fromIndex: Int, toIndex: Int) {
    modCount++
    return true
}

fun removeRange(intArray: IntArray, fromIndex: Int, toIndex: Int) {
    modCount++
    return false
}

override fun removeRange(fromIndex: Int, toIndex: Int) {
    modCount++
    return true
}

fun removeRange(intArray: IntArray, fromIndex: Int, toIndex: Int) {
    modCount++
    return false
}

override fun removeRange(fromIndex: Int, toIndex: Int) {
    modCount++
    return true
}

fun removeRange(intArray: IntArray, fromIndex: Int, toIndex: Int) {
    modCount++
    return false
}

override fun removeRange(fromIndex: Int, toIndex: Int) {
    modCount++
    return true
}

fun removeRange(intArray: IntArray, fromIndex: Int, toIndex: Int) {
    modCount++
    return false
}

override fun removeRange(fromIndex: Int, toIndex: Int) {
    modCount++
    return true
}

fun removeRange(intArray: IntArray, fromIndex: Int, toIndex: Int) {
    modCount++
    return false
}
element is UIntArray -> element.contentHashCode()
else -> element.hashCode()
}
result = 31 * result + elementHash
}

return result
/*
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 * license/LICENSE.txt file.
 */

package kotlin.collections

internal interface EqualityComparator {
    /**
     * Subclasses must override to return a value indicating whether or not two keys or values are equal.
     * Abstract fun equals(value1: Any?, value2: Any?): Boolean
     */
    override fun equals(value1: Any?, value2: Any?): Boolean = value1 == value2

    /**
     * Subclasses must override to return the hash code of a given key.
     */
    override fun getHashCode(value: Any?): Int = value?.hashCode() ?: 0

    object HashCode : EqualityComparator {
        override fun equals(value1: Any?, value2: Any?): Boolean = value1 == value2
        override fun getHashCode(value: Any?): Int = this.hashCode()
    }
} /*
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 * license/LICENSE.txt file.
 */
/*
 * Based on GWT
 */

package kotlin.collections

import kotlin.collections.MutableMap.MutableEntry

/**
 * Hash table based implementation of the [MutableMap] interface.
 * This implementation makes no guarantees regarding the order of enumeration of [keys], [values] and [entries] collections.
 */
public actual open class HashMap<K, V> : AbstractMutableMap<K, V>, MutableMap<K, V> {

    private inner class EntrySet : AbstractMutableSet<MutableEntry<K, V>>() {

        override fun add(element: MutableEntry<K, V>): Boolean = throw UnsupportedOperationException("Add is not supported on entries")
        override fun clear() {
            this@HashMap.clear()
        }

        override operator fun contains(element: MutableEntry<K, V>): Boolean = containsEntry(element)

        override operator fun iterator(): MutableIterator<MutableEntry<K, V>> = internalMap.iterator()

        override fun remove(element: MutableEntry<K, V>): Boolean {
            if (contains(element)) {
                this@HashMap.remove(element.key)
                return true
            }
            return false
        }

        override val size: Int get() = this@HashMap.size
    }

    /**
     * Internal implementation of the map: either string-based or hashcode-based.
     */
    private val internalMap: InternalMap<K, V>

    private val equality:

    internal constructor(internalMap: InternalMap<K, V>) : super() {
        this.internalMap = internalMap
        this.equality = internalMap.equality
    }

    /**
     * Constructs an empty [HashMap] instance.
     */
    actual constructor() : this(InternalHashCodeMap(EqualityComparator.HashCode))

    /**
     * Constructs an empty [HashMap] instance.
     * @param initialCapacity the initial capacity (ignored)
     * @param loadFactor load factor (ignored)
     * @throws IllegalArgumentException if the initial capacity or load factor are negative
     */
    @Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
    actual constructor(initialCapacity: Int, loadFactor: Float = 0.0f) : this(initialCapacity, 0.0f)

    /**
     * Constructs an instance of [HashMap] filled with the contents of the specified [original] map.
     */
    actual constructor(original: Map<out K, V>) : this() {
        this.putAll(original)
    }

    actual override fun clear() {
        internalMap.clear()
    }

    actual override fun containsKey(key: K): Boolean = internalMap.containsKey(key)

    actual override fun containsValue(value: V): Boolean = internalMap.any {
        equality.equals(it.value, value) }

    actual override fun get(key: K): V? = internalMap.get(key)

    actual override fun put(key: K, value: V): V? = internalMap.put(key, value)

    actual override fun remove(key: K): V? = internalMap.remove(key)

    actual override val size: Int get() = internalMap.size
}

/**
 * Constructs the specialized implementation of [HashMap] with [String] keys, which stores the keys as properties of
 * a JS object without hashing them.
 */

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```kotlin
/**
 * A simple wrapper around JavaScriptObject to provide [java.util.Map]-like semantics for any
 * key type. A key's hashCode is the index in backingMap which should contain that key. Since several keys
 * may have the same hash, each value in hashcodeMap is actually an array containing all
 * entries whose keys share the same hash. An internal class InternalHashCodeMap<K, V>(override val equality:
 * EqualityComparator): InternalMap<K, V> { [\n private var var backingMap: dynamic = createJsMap() \n override var size: Int = 0 \n private set\n override fun put(key: K, value: V): V? { \n equality.getHashCode(key) \n val chainOrEntry = getChainOrEntryOrNull(hashCode) \n if (chainOrEntry == null) { \n // This is a new chain, put it to the map. \n backingMap[hashCode] = SimpleEntry(key, value) \n } else { \n if (chainOrEntry !is Array<*>) { \n // It is an entry \n val entry = SimpleEntry<K, V>(cacheOrEntry) \n if (equality.equals(entry.key, key)) { \n return entry.setValue(value) \n } else { \n backingMap[hashCode] = arrayOf(entry) \n } \n } \n } \n }

@Throws("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
actual constructor(initialCapacity: Int, loadFactor: Float = 0.0f) { \n map = HashMap<E, Any>(initialCapacity, loadFactor) \n internal constructor(map: HashMap<E, Any>) {
    this.map = map
}

override fun put(key: K, value: V): V? {
    val hashCode = equality.getHashCode(key)
    val chainOrEntry = getChainOrEntryOrNull(hashCode) ?: return null
    if (chainOrEntry == null) {
        // This is a new chain, put it to the map.
        backingMap[hashCode] = SimpleEntry(key, value)
    } else {
        if (chainOrEntry !is Array<*>) {
            // It is an entry
            val entry = chainOrEntry
            if (equality.equals(entry.key, key)) {
                return entry.setValue(value)
            } else {
                // Already exists, perhaps key also exists.
                val chain = Array<MutableEntry<K, V>>
                chain.add(entry)
                backingMap[hashCode] = arrayOf(entry)
            }
        } else {
            // Chain already exists, perhaps key also exists.
            val chain = Array<MutableEntry<K, V>>
            chain.add(entry)
            backingMap[hashCode] = arrayOf(entry)
        }
    }
    size++
    return null
}
```
Array<MutableEntry<K, V>> = chainOrEntry
  for (index in chain.indices) {
    if (equality.equals(key, entry.key)) {
      jsDeleteProperty(backingMap, hashCode)
      size--
      return entry.value
    } else {
      return null
    }
  }
}

override fun clear() {
  backingMap = createJsMap()
  size = 0
}

override fun contains(key: K): Boolean = getEntry(key) != null

override fun get(key: K): V? = getEntry(key)!!.value

private fun getEntry(key: K): MutableEntry<K, V>? {
  val chainOrEntry = getChainOrEntryOrNull(equality.getHashCode(key)) ?: return null
  if (chainOrEntry is Array<*>) {
    val entry: MutableEntry<K, V> = chainOrEntry
    if (equality.equals(entry.key, key)) {
      return entry
    } else {
      return null
    }
  } else {
    val chain: Array<MutableEntry<K, V>> = chainOrEntry
    return chain.findEntryInChain(key)
  }
}

private fun Array<MutableEntry<K, V>>.findEntryInChain(key: K): MutableEntry<K, V>? =
  firstOrNull { entry ->
    equality.equals(entry.key, key)
  }

override fun iterator(): MutableIterator<MutableEntry<K, V>> {
  return object : MutableIterator<MutableEntry<K, V>> {
    var state = -1 // -1 not ready, 0 - ready, 1 - done
    var chainOrEntry: dynamic = null
    var isChain = false
    var itemIndex = -1
    var lastEntry: MutableEntry<K, V>? = null

    private fun computeNext(): Int {
      if (chainOrEntry != null && isChain) {
        val chainSize: Int = chainOrEntry.unsafeCast<Array<MutableEntry<K, V>>>().size
        if (++itemIndex < chainSize)
          return 0
      }

      if (++keyIndex < keys.size) {
        chainOrEntry = backingMap[keys[keyIndex]]
        isChain = chainOrEntry is Array<*>
        itemIndex = 0
        return 0
      } else {
        chainOrEntry = null
        return 1
      }
    }

    override fun hasNext(): Boolean {
      if (state == -1)
        state = computeNext()
      return state == 0
    }

    override fun next(): MutableEntry<K, V> {
      if (!hasNext()) throw NoSuchElementException()
      val lastEntry = if (isChain) {
        chainOrEntry.unsafeCast<Array<MutableEntry<K, V>>>().itemsInIndex[0]
      } else {
        chainOrEntry.unsafeCast<MutableEntry<K, V>>()
      }
      this.lastEntry = lastEntry
      state = -1
      return lastEntry
    }

    override fun remove() {
      checkNotNull(lastEntry)
      this@InternalHashCodeMap.remove(lastEntry!!.key)
      lastEntry = null
      // the chain being iterated just got modified by InternalHashCodeMap.remove
      itemIndex - 1
    }

  }
}

private fun getChainOrEntryOrNull(hashCode: Int): dynamic {
  val chainOrEntry = backingMap[hashCode]
  return if (chainOrEntry === undefined) null else chainOrEntry
}

}

/*
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 */

package kotlin.collections

/**
 * The common interface of [InternalStringMap] and [InternalHashCodeMap].
 */
internal interface InternalMap<K, V> :
 .MutableIterable<MutableMap.MutableEntry<K, V>>{
  val equality: EqualityComparator
  val size: Int

  operator fun contains(key: K): Boolean
  operator fun get(key: K): V?

  fun put(key: K, value: V): V?
  fun remove(key: K): V?
  fun clear(): Unit

  fun createJsMap(): dynamic {
    val result = js("Object.create(null)")
    // force to switch object representation to dictionary mode
    return result
  }
}

/*
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 */
/*
 * Based on GWT InternalStringMap
 * Copyright 2008 Google Inc.
 */
package kotlin.collections

import kotlin.collections.MutableMap.MutableEntry

/**
 * The common interface of [InternalStringMap] and [InternalHashCodeMap].
 */
internal interface InternalMap<K, V> :
 .MutableIterable<MutableMap.MutableEntry<K, V>>{
  val equality: EqualityComparator
  val size: Int

  operator fun contains(key: K): Boolean
  operator fun get(key: K): V?

  fun put(key: K, value: V): V?
  fun remove(key: K): V?
  fun clear(): Unit

  fun createJsMap(): dynamic {
    val result = js("Object.create(null)")
    // force to switch object representation to dictionary mode
    return result
  }
}


* A simple wrapper around JavaScript Map for key type is string. Though this map is instantiated only with K=String, the K type is not fixed to String statically, * because we want to have it erased to Any? in order not to generate type-safe override bridges for \* [get], [contains], [remove] etc, if they ever are generated. * An internal class InternalStringMap<K, V> (override var backingMap: dynamic = createJsMap() ) overrides var size: Int = 0\n
private var backingMap: dynamic = createJsMap() \n override var function get(key: K): V? { \n if (key !is String) return null \n val value = backingMap[key] \n return if (value !== undefined) value.unsafeCast<V>() else null \n } \n override fun function put(key: K, value: V): V? { \n require(key is String) \n val oldValue = backingMap[key] \n backingMap[key] = value \n if (oldValue !== undefined) { \n size++ \n } \n \n override fun function remove(key: K): V? { \n if (key !is String) return null \n val value = backingMap[key] \n if (value !== undefined) { \n jsDeleteProperty(backingMap, key) \n size-- \n } \n \n override fun function clear() { \n backingMap = createJsMap() \n size = 0 \n } \n \n override fun function hasNext(): Boolean = iterator.hasNext() \n override fun function next(): MutableEntry<K, V> { \n val key = iterator.next() \n @Suppress("UNCHECKED_CAST") \n return newMapEntry(key as K) \n } \n \n override fun function remove() { \n @Suppress("UNCHECKED_CAST") \n this@InternalStringMap.remove(checkNotNull(lastKey) as K) \n } \n \n private fun newMapEntry(key: K): MutableEntry<K, V> = object : AbstractMutableMap.SimpleEntry<K, V> { \n override val key: K get() = key \n override val value: V get() = this@InternalStringMap[key].unsafeCast<V>() \n } \n \n override fun function setValue(newValue: V): V? = this@InternalStringMap.put(key, newValue).unsafeCast<V>() \n override fun function hashCode(): Int = AbstractMap.entryHashCode(this) \n override fun function toString(): String = AbstractMap.entryToString(this) \n \n override fun function equals(other: Any?): Boolean = AbstractMap.entryEquals(this, other) \n override fun function equals(o: Any?): Boolean = o === this \n \n override fun function hashCode(): Int = o.hashCode() + this.hashCode() \n override fun function toString(): String = o.toString() + "\n** * Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language contributors. * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file. * * * Based on GWT LinkedHashMap * * Copyright 2008 Google Inc. * * import kotlin.collections.Map.Entry * * * Hash table based implementation of the [MutableMap] interface, which additionally preserves the insertion order of entries during the iteration. * * * The insertion order is preserved by maintaining a doubly-linked list of all of its entries. * * * public actual open class LinkedHashMap<K, V> : HashMap<K, V>, MutableMap<K, V> { \n private var backingMap: dynamic = createJsMap() \n override var size: Int = 0 \n private var backingMap: dynamic = createJsMap() \n override var size: Int = 0 \n private var backingMap: dynamic = createJsMap() \n override var size: Int = 0 \n private var backingMap: dynamic = createJsMap() \n override var size: Int = 0 \n private var backingMap: dynamic = createJsMap() \n override var size: Int = 0 \n private var backingMap: dynamic = createJsMap() \n override var size: Int = 0 \n private var backingMap: dynamic = createJsMap() \n override var size: Int = 0 \n private var backingMap: dynamic = createJsMap() \n override var size: Int = 0 \n private var backingMap: dynamic = createJsMap() \n override var size: Int = 0 \n private var backingMap: dynamic = createJsMap() \n override var size: Int = 0
private var last: ChainEntry<K, V>? = null\n\n
// The next entry to return from this iterator.\n
private
var next: ChainEntry<K, V>? = null\n\n
init {\n
next = head\n//
recordLastKnownStructure(map, this)\n
}\n\n
override fun hasNext(): Boolean {\n
return
next !== null\n
}\n\n
override fun next(): MutableEntry<K, V> {\n//
checkStructuralChange(map, this)\n
if (!hasNext()) throw NoSuchElementException()\n\n
val
current = next!!\n
last = current\n
next = current.next.takeIf { it !== head }\n
return
current\n
}\n\n
override fun remove() {\n
check(last != null)\n//
checkStructuralChange(map, this)\n\n
last!!.remove()\n
map.remove(last!!.key)\n//
recordLastKnownStructure(map, this)\n
last = null\n
}\n
}\n\n
override fun add(element:
MutableEntry<K, V>): Boolean = throw UnsupportedOperationException(\"Add is not supported on entries\")\n
override fun clear() {\n
this@LinkedHashMap.clear()\n
}\n\n
override operator fun
contains(element: MutableEntry<K, V>): Boolean = containsEntry(element)\n\n
override operator fun iterator():
MutableIterator<MutableEntry<K, V>> = EntryIterator()\n\n
override fun remove(element: MutableEntry<K,
V>): Boolean {\n
if (contains(element)) {\n
this@LinkedHashMap.remove(element.key)\n
return true\n
}\n
return false\n
}\n\n
override val size: Int get() = this@LinkedHashMap.size\n
}\n\n\n /*\n * The head of the insert order chain, which is a doubly-linked circular\n * list.\n *\n * The most
recently inserted node is at the end of the chain, ie.\n * chain.prev.\n */\n private var head: ChainEntry<K, V>?
= null\n\n /**\n * Add this node to the end of the chain.\n */\n private fun ChainEntry<K, V>.addToEnd()
{\n
// This entry is not in the list.\n
check(next == null && prev == null)\n\n
val _head = head\n
if
(_head == null) {\n
head = this\n
next = this\n
prev = this\n
} else {\n
// Chain is
valid.\n
val _tail = checkNotNull(_head.prev)\n
// Update me.\n
prev = _tail\n
next =
_head\n
// Update my new siblings: current head and old tail\n
_head.prev = this\n
_tail.next =
this\n
}\n }\n\n /**\n * Remove this node from the chain it is a part of.\n */\n private fun
ChainEntry<K, V>.remove() {\n
if (this.next === this) {\n
// if this is single element, remove head\n
head = null\n
} else {\n
if (head === this) {\n
// if this is first element, move head to next\n
head = next\n
}\n
next!!.prev = prev\n
prev!!.next = next\n
}\n
next = null\n
prev = null\n }\n\n /*\n * The hashmap that keeps track of our entries and the chain. Note that we\n *
duplicate the key here to eliminate changes to HashMap and minimize the\n * code here, at the expense of
additional space.\n */\n private val map: HashMap<K, ChainEntry<K, V>>\n\n /**\n * Constructs an empty
[LinkedHashMap] instance.\n */\n actual constructor() : super() {\n
map = HashMap<K, ChainEntry<K,
V>>()\n }\n\n internal constructor(backingMap: HashMap<K, Any>) : super() {\n
@Suppress(\"UNCHECKED_CAST\") // expected to work due to erasure\n
map = backingMap as
HashMap<K, ChainEntry<K, V>>\n }\n\n /**\n * Constructs an empty [LinkedHashMap] instance.\n *\n
* @param initialCapacity the initial capacity (ignored)\n * @param loadFactor
the load factor (ignored)\n
*\n * @throws IllegalArgumentException if the initial capacity or load factor are negative\n */\n
@Suppress(\"ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS\")\n actual constructor(initialCapacity:
Int, loadFactor: Float = 0.0f) : super(initialCapacity, loadFactor) {\n
map = HashMap<K, ChainEntry<K,
V>>()\n }\n\n actual constructor(initialCapacity: Int) : this(initialCapacity, 0.0f)\n\n /**\n * Constructs an
instance of [LinkedHashMap] filled with the contents of the specified [original] map.\n */\n actual
constructor(original: Map<out K, V>) {\n
map = HashMap<K, ChainEntry<K, V>>()\n
this.putAll(original)\n }\n\n actual override fun clear() {\n
map.clear()\n
head = null\n }\n\n\n//
override fun clone(): Any {\n//
return LinkedHashMap(this)\n// }\n\n\n actual override fun containsKey(key:
K): Boolean = map.containsKey(key)\n\n actual override fun containsValue(value: V): Boolean {\n
var node:
ChainEntry<K, V> = head ?: return false\n
do {\n
if (node.value == value) {\n
return true\n
}\n
node = node.next!!\n
} while (node !== head)\n
return false\n }\n\n\n override fun
createEntrySet(): MutableSet<MutableMap.MutableEntry<K, V>> = EntrySet()\n\n actual override operator fun
get(key: K): V? = map.get(key)?.value\n\n actual override fun put(key: K, value: V): V? {\n
val old =
map.get(key)\n
if (old == null) {\n
val newEntry = ChainEntry(key, value)\n
map.put(key,

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newEntry)
    else
        return old.setValue(value)

    } else {
        return null
    }

    }

    actual override fun remove(key: K): V? {
        val entry = map.remove(key)
        if (entry != null)
            entry.remove()
            return entry.value
        return null
    }

    actual override val size: Int get() = map.size

}

/**
 * Constructs the specialized implementation of [LinkedHashMap] with [String]
 * keys, which stores the keys as properties of [String] object without hashing them.
 */
public fun <V> linkedStringMapOf(vararg pairs: Pair<String, V>): LinkedHashMap<String, V> {
    return LinkedHashMap<String, V>(stringMapOf<Any>()).apply { putAll(pairs) }
}

/**
 * Constructs a new empty [LinkedHashSet] filled with the specified collection.
 */
actual constructor(elements: Collection<E>) : super(LinkedHashMap<E, Any>()) {
    addAll(elements)
}

/**
 * Constructs an empty [LinkedHashSet].
 */
actual constructor() : super(LinkedHashMap<E, Any>())

/**
 * Constructs a new [LinkedHashSet] with the specified [String] elements, which elements the keys as properties
 * of JS object without hashing them.
 */
@JsName("NodeJsOutput")
internal class NodeJsOutput(val outputStream: dynamic) : BaseOutput() {
    override fun print(message: Any?) {
        // TODO: Using local variable because of bug in block decomposition lowering in IR backend
        val messageString = String(message)
        outputStream.write(messageString)
    }

    override fun println() {
        console.log("")
    }

    override fun println(message: Any?) {
        console.log(message)
    }

    override fun flush() {}
}

/**
 * Creates a new instance of the specialized implementation of [LinkedHashSet] with the specified [String] elements, which elements the keys as properties
 * of JS object without hashing them.
 */
@JsName("OutputToConsoleLog")
internal class OutputToConsoleLog : BaseOutput() {
    override fun print(message: Any?) {
        console.log(message)
    }

    override fun println(message: Any?) {
        console.log(message)
    }

    override fun println() {
        console.log("")
    }
}

/**
 * Creates a new instance of the specialized implementation of [LinkedHashSet] with the specified [String] elements, which elements the keys as properties
 * of JS object without hashing them.
 */
@JsName("BufferedOutput")
internal open class BufferedOutput : BaseOutput() {
    var buffer = ""

    override fun print(message: Any?) {
        buffer += String(message)
    }

    override fun flush() {
        buffer = ""
    }
}

/**
 * Creates a new instance of the specialized implementation of [LinkedHashSet] with the specified [String] elements, which elements the keys as properties
 * of JS object without hashing them.
 */

override fun print(message: Any?) {
    var s = String(message)
    val i = s.nativeLastIndexOf("\n", 0)
    if (i >= 0) {
        buffer += s.substring(0, i)
        flush()
        s = s.substring(i + 1)
    }
    buffer += s
}

flush() {
    console.log(buffer)
    buffer = ""
}

public actual fun println() {
    output.println()
}

public actual fun println(message: Any?) {
    output.println(message)
}

public actual fun print(message: Any?) {
    output.print(message)
}

SafeContinuation<in T>
internal constructor(
    private val delegate: Continuation<T>,
    initialResult: Any?
) : Continuation<T> {
    internal constructor(delegate: Continuation<T>) : this(delegate, UNDECIDED)

    public actual override val context: CoroutineContext
    get() = delegate.context

    private var result: Any? = initialResult

    public actual override fun resumeWith(result: Result<T>) {
        val cur = this.result
        when {
            cur === UNDECIDED -> {
                this.result = result.value
            }
            cur === COROUTINE_SUSPENDED -> {
                this.result = RESUMED
                delegate.resumeWith(result)
            }
            else -> throw IllegalStateException("Already resumed")
        }
    }

    internal fun getOrThrow(): Any? {
        if (result === UNDECIDED) {
            result = COROUTINE_SUSPENDED
            return COROUTINE_SUSPENDED
        }
        val result = this.result
        return when {
            result === RESUMED ->
                delegate.resumeWith(result) ?? throw IllegalStateException("Already resumed")
            result is Result.Failure -> throw result.exception
            else -> result
        }
    }

    companion object {
        val UNDECIDED: Any? = null
        val COROUTINE_SUSPENDED: Any? = ""/\n        val RESUMED: Any? = ""
    }
}
getUTCMilliseconds(): Int
getUTCMinutes(): Int
getUTCMonth(): Int
getUTCSeconds(): Int

fun getUTCSeconds(): Int
fun getUTCMinutes(): Int
fun getUTCMonth(): Int
fun toDateString(): String
fun toISOString(): String
fun toJSON(): Json
fun toLocaleDateString(locales: Array<String> = definedExternally, options: LocaleOptions = definedExternally): String
fun toLocaleDateString(locales: String, options: LocaleOptions = definedExternally): String
fun toLocaleDateString(locales: String, options: LocaleOptions = definedExternally): String
fun toLocaleString(locales: Array<String> = definedExternally, options: LocaleOptions = definedExternally): String
fun toLocaleString(locales: String, options: LocaleOptions = definedExternally): String
fun toLocaleTimeString(locales: Array<String> = definedExternally, options: LocaleOptions = definedExternally): String
fun toLocaleTimeString(locales: String, options: LocaleOptions = definedExternally): String
fun toTimeString(): String
fun toUTCString(): String

companion object {
    fun now(): Double
    fun parse(dateString: String): Double
    fun UTC(year: Int, month: Int): Double
    fun UTC(year: Int, month: Int, day: Int): Double
    fun UTC(year: Int, month: Int, day: Int, hour: Int): Double
    fun UTC(year: Int, month: Int, day: Int, hour: Int, minute: Int): Double
}

interface LocaleOptions {
    var localeMatcher: String?
    var timeZone: String?
    var hour12: Boolean?
    var formatMatcher: String?
    var weekday: String?
    var era: String?
    var year: String?
    var month: String?
    var day: String?
    var hour: String?
    var minute: String?
    var second: String?
    var timeZoneName: String?
}

inline fun dateLocaleOptions(init: Date.LocaleOptions.() -> Unit): Date.LocaleOptions {
    val result = js("new Object()")
    init(result)
    return result
}
/**
 * Converts the string into a regular expression [Regex] with the default options.
 */
@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("StringsKt")

package kotlin.text

/**
 * Converts the string into a regular expression [Regex] with the specified single [option].
 */
@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("StringsKt")

package kotlin.text

/**
 * Converts the string into a regular expression [Regex] with the specified set of [options].
 */
@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("StringsKt")

package kotlin.text

/**
 * A mutable sequence of characters.
 *
 * String builder can be used to efficiently perform multiple string manipulation operations.
 */
expect class StringBuilder : Appendable, CharSequence {
    /**
     * Constructs an empty string builder.
     */
    constructor()

    /**
     * Constructs an empty string builder with the specified initial [capacity].
     */
    constructor(capacity: Int)

    /**
     * Constructs a string builder that contains the same characters as the specified [content] char sequence.
     */
    constructor(content: CharSequence)

    /**
     * Constructs a string builder that contains the same characters as the specified [content] string.
     */
    constructor(content: String)

    /**
     * Reverses the contents of this string builder and returns this instance.
     */
    fun reverse(): StringBuilder

    /**
     * Appends the string representation of the specified object [value] to this string builder
     * and returns this instance.
     */
    fun append(value: Any?): StringBuilder

    /**
     * Appends the string representation of the specified boolean [value] to this string builder
     * and returns this instance.
     */
    @SinceKotlin("1.3")
    fun append(value: Boolean): StringBuilder

    /**
     * Appends characters in the specified character array [value] to this string builder
     * and returns this instance.
     */
    @SinceKotlin("1.3")
    @ExperimentalStdlibApi
    fun append(value: CharArray): StringBuilder

    /**
     * Returns the current capacity of this string builder.
     */
    fun capacity(): Int

    /**
     * Ensures that the capacity of this string builder is at least equal to the specified [minimumCapacity].
     */
    fun ensureCapacity(minimumCapacity: Int)

    /**
     * Returns the index within this string builder of the first occurrence of the specified [string].
     */
    @SinceKotlin("1.3")
    @ExperimentalStdlibApi
    fun indexOf(string: String): Int

    /**
     * Returns the index within this string builder of the first occurrence of the specified [string],
     * starting at the specified [startIndex].
     */
    @SinceKotlin("1.3")
    @ExperimentalStdlibApi
    fun indexOf(string: String, startIndex: Int): Int

    /**
     * Returns the index within this string builder of the first occurrence of the specified [string],
     * starting at the specified [startIndex].
     */
    @SinceKotlin("1.3")
    @ExperimentalStdlibApi
    fun indexOf(string: String, startIndex: Int, endIndex: Int): Int

    /**
     * Returns the index within this string builder of the first occurrence of the specified [string].
     */
    @SinceKotlin("1.3")
    @ExperimentalStdlibApi
    fun lastIndexOf(string: String): Int

    /**
     * Returns the index within this string builder of the first occurrence of the specified [string],
     * starting at the specified [startIndex].
     */
    @SinceKotlin("1.3")
    @ExperimentalStdlibApi
    fun lastIndexOf(string: String, startIndex: Int): Int

    /**
     * Returns the index within this string builder of the first occurrence of the specified [string],
     * starting at the specified [startIndex].
     */
    @SinceKotlin("1.3")
    @ExperimentalStdlibApi
    fun lastIndexOf(string: String, startIndex: Int, endIndex: Int): Int
Returns the index within this string builder of the last occurrence of the specified [string].

* @Throws [IndexOutOfBoundsException] if the specified [string] does not occur in this string builder.

```
fun lastIndexOf(string: String): Int
```

Returns the index within this string builder of the last occurrence of the specified [string],

* starting from the specified [startIndex] toward the beginning.

* @throws [IndexOutOfBoundsException] if the specified [string] does not occur in this string builder starting at the specified [startIndex].

```
fun lastIndexOf(string: String, startIndex: Int): Int
```

Returns the index within this string builder of the last occurrence of the specified [string].

* starting from the specified [startIndex] toward the beginning.

* @throws [IndexOutOfBoundsException] if the specified [string] does not occur in this string builder starting at the specified [startIndex].

```
fun insert(index: Int, value: String): StringBuilder
```

Inserts the specified character [value] into this string builder at the specified [index] and returns this instance.

* @Throws [IndexOutOfBoundsException] if [index] is less than zero or greater than the length of this string builder.

```
fun insert(index: Int, value: Any?): StringBuilder
```

Inserts the string representation of the specified object [value] into this string builder at the specified [index] and returns this instance.

* @Throws [IllegalArgumentException] or [IllegalStateException] if the length of the specified object [value] is greater than the maximum capacity of this string builder.

```
fun insert(index: Int, value: CharArray): StringBuilder
```

Inserts characters in the specified character array [value] into this string builder starting at the specified [start] and returning this instance.

* @Throws [IndexOutOfBoundsException] if [index] is less than zero or greater than the length of this string builder.

```
fun insert(index: Int, value: Char): StringBuilder
```

Inserts the specified character [value] into this string builder at the specified [index] and returns this instance.

* @Throws [IndexOutOfBoundsException] if [index] is less than zero or greater than the length of this string builder.

```
fun insert(index: Int, value: Boolean): StringBuilder
```

Inserts the specified boolean [value] into this string builder at the specified [index] and returns this instance.

* @throws [IndexOutOfBoundsException] if [index] is less than zero or greater than the length of this string builder.

```
fun insert(index: Int, value: CharSequence?): StringBuilder
```

Inserts the specified character sequence [value] into this string builder at the specified [index] and returns this instance.

* @Throws [IndexOutOfBoundsException] if [index] is less than zero or greater than the length of this string builder.

```
fun insert(index: Int, value: String): StringBuilder
```

Inserts the specified string [value] into this string builder at the specified [index] and returns this instance.

* @Throws [IndexOutOfBoundsException] if [index] is less than zero or greater than the length of this string builder.

```
@ExperimentalStdlibApi
fun insert(index: Int, value: Int): StringBuilder
```

Inserts the integer value of the specified integer [value] into this string builder at the specified [index] and returns this instance.

* @throws [IndexOutOfBoundsException] if [index] is less than zero or greater than the length of this string builder.

```
@ExperimentalStdlibApi
fun insert(index: Int, value: Long): StringBuilder
```

Inserts the integer value of the specified long [value] into this string builder at the specified [index] and returns this instance.

* @throws [IndexOutOfBoundsException] if [index] is less than zero or greater than the length of this string builder.

```
@ExperimentalStdlibApi
fun insert(index: Int, value: Float): StringBuilder
```

Inserts the floating point value of the specified float [value] into this string builder at the specified [index] and returns this instance.

* @throws [IndexOutOfBoundsException] if [index] is less than zero or greater than the length of this string builder.

```
@ExperimentalStdlibApi
fun insert(index: Int, value: Double): StringBuilder
```

Inserts the floating point value of the specified double [value] into this string builder at the specified [index] and returns this instance.

* @throws [IndexOutOfBoundsException] if [index] is less than zero or greater than the length of this string builder.

```
fun insert(index: Int, value: Any?): StringBuilder
```

Inserts the specified object [value] into this string builder at the specified [index] and returns this instance.

* @Throws [IllegalArgumentException] or [IllegalStateException] if the length of the specified object [value] is greater than the maximum capacity of this string builder.

```
fun insert(index: Int, value: CharArray): StringBuilder
```

Inserts characters in the specified character array [value] into this string builder starting at the specified [index] and returns this instance.

* @Throws [IndexOutOfBoundsException] if [index] is less than zero or greater than the length of this string builder.

```
fun insert(index: Int, value: String): StringBuilder
```

Inserts the specified string [value] into this string builder at the specified [index] and returns this instance.

* @Throws [IndexOutOfBoundsException] if [index] is less than zero or greater than the length of this string builder.

```
fun insert(index: Int, value: Int): StringBuilder
```

Inserts the integer value of the specified integer [value] into this string builder at the specified [index] and returns this instance.

* @throws [IndexOutOfBoundsException] if [index] is less than zero or greater than the length of this string builder.

```
fun insert(index: Int, value: Long): StringBuilder
```

Inserts the integer value of the specified long [value] into this string builder at the specified [index] and returns this instance.

* @throws [IndexOutOfBoundsException] if [index] is less than zero or greater than the length of this string builder.

```
fun insert(index: Int, value: Float): StringBuilder
```

Inserts the floating point value of the specified float [value] into this string builder at the specified [index] and returns this instance.

* @throws [IndexOutOfBoundsException] if [index] is less than zero or greater than the length of this string builder.

```
fun insert(index: Int, value: Double): StringBuilder
```

Inserts the floating point value of the specified double [value] into this string builder at the specified [index] and returns this instance.

* @throws [IndexOutOfBoundsException] if [index] is less than zero or greater than the length of this string builder.
or [IllegalArgumentException] when [startIndex] is out of range of this string builder indices or when
`startIndex > endIndex`.

*\n @SinceKotlin("1.3")
@ExperimentalStdlibApi
fun substring(startIndex: Int, endIndex: Int): String
/**
 * Attempts to reduce storage used for this string builder.
 * If the backing storage of this string builder is larger than necessary to hold its current
 * contents, then it may be resized to become more space efficient. Calling this method may, but is not
 * required to, affect the value of the [capacity] property.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
fun trimToSize(): Int

/**
 * Clears the content of this string builder making it
 * empty and returns this instance.
 * @sample samples.text.Strings.clearStringBuilder
 */
@SinceKotlin("1.3")
public expect fun StringBuilder.clear(): StringBuilder

/**
 * Sets the character at
 * the specified [index] to the specified [value].
 * @throws IndexOutOfBoundsException if [index] is out of
 * bounds of this string builder.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public expect operator fun
StringBuilder.set(index: Int, value: Char)

/**
 * Replaces characters in the specified range of this string builder
 * with characters in the specified string [value] and returns this instance.
 * @param startIndex the beginning (inclusive) of the range to replace.
 * @param endIndex the end (exclusive) of the range to replace.
 * @param value the string to replace with.
 * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] is less than zero, greater than the length of this string builder, or `startIndex > endIndex`.
 * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of the [value] array indices or when `startIndex > endIndex`.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public expect fun StringBuilder.replaceRange(startIndex: Int, endIndex: Int, value: String): StringBuilder

/**
 * Removes the character at the specified [index] from this
 * string builder and returns this instance.
 * @param index the index of `Char` to
 * remove.
 * @throws IndexOutOfBoundsException if [index] is out of bounds of this string builder.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public expect fun StringBuilder.deleteAt(index: Int): StringBuilder

/**
 * Removes characters in the specified range from this string builder and returns this
 * instance.
 * @param startIndex the beginning (inclusive) of the range to remove.
 * @param endIndex the end (exclusive) of the range to remove.
 * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] is out of range of the [value] array indices or when `startIndex > endIndex`.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public expect fun StringBuilder.deleteRange(startIndex: Int, endIndex: Int): StringBuilder

/**
 * Copies characters from this string builder into the [destination] character
 * array.
 * @param destination the array to copy to.
 * @param destinationOffset the position in the array to
 * copy to, 0 by default.
 * @param startIndex the beginning (inclusive) of the range to copy, 0 by default.
 * @param endIndex the end (exclusive) of the range to copy, length of this string builder by default.
 * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] is out of range of the [value] array indices or when `startIndex > endIndex`.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public expect fun
StringBuilder.toCharArray(destination: CharArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = this.length)

/**
 * Appends characters in a subarray of the specified character array [value] to this string
 * builder and returns this instance.
 * @param value the array from which characters are appended.
 * @param startIndex the beginning (inclusive) of the subarray to append.
 * @param endIndex the end (exclusive) of the subarray to append.
 * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of the [value] array indices or when `startIndex > endIndex`.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public expect fun StringBuilder.appendRange(value: CharArray, startIndex: Int, endIndex: Int): StringBuilder

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IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of the [value] character sequence indices or when `startIndex > endIndex`.

@SinceKotlin("1.3")
@ExperimentalStdlibApi
public expect fun StringBuilder.appendRange(value: CharSequence?, startIndex: Int, endIndex: Int): StringBuilder

/*
 * Copies characters in a subsequence of the specified character sequence [value] into this string builder at the specified [index] and returns this instance.

 * The inserted characters go in the same order as in the [value] sequence, starting at [startIndex].

 * @param index the position in this string builder to insert at.

 * @param value the array from which characters are inserted.

 * @param startIndex the beginning (inclusive) of the subsequence to insert.

 * @param endIndex the end (exclusive) of the subsequence to insert.

 * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of the [value] array indices or when `startIndex > endIndex`.

 * @throws IndexOutOfBoundsException if [index] is less than zero or greater than the length of this string builder.

 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public expect fun StringBuilder.insertRange(index: Int, value: CharArray, startIndex: Int, endIndex: Int): StringBuilder

/**
 * Inserts characters in a subsequence of the specified character sequence [value] into this string builder at the specified [index] and returns this instance.

 * The inserted characters go in the same order as in the [value] character sequence, starting at [startIndex].

 * @param index the position in this string builder to insert at.

 * @param value the character sequence from which a subsequence is inserted.

 * @param startIndex the beginning (inclusive) of the subsequence to insert.

 * @param endIndex the end (exclusive) of the subsequence to insert.

 * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of the [value] character sequence indices or when `startIndex > endIndex`.

 * @throws IndexOutOfBoundsException if [index] is less than zero or greater than the length of this string builder.

 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public expect fun StringBuilder.insertRange(index: Int, value: CharSequence?, startIndex: Int, endIndex: Int): StringBuilder

@Suppress("EXTENSION_SHADOWED_BY_MEMBER")
@Deprecated("Use append(value: Any?) instead", ReplaceWith("append(value = obj)"), DeprecationLevel.WARNING)
@kotlin.internal.InlineOnly
public inline fun StringBuilder.append(obj: Any?): StringBuilder = this.append(obj)

/**
 * Builds new string by populating newly created [StringBuilder] using provided [builderAction] and then converting it to [String].

 * @param builderAction the function that populates [StringBuilder] and returns it.

 * @return the new [String].

 */
public fun StringBuilder.buildString(builderAction: StringBuilder.() -> Unit): String = StringBuilder().apply(builderAction).toString()

/**
 * Builds new string by populating newly created [StringBuilder] initialized with the given [capacity] using provided [builderAction] and then converting it to [String].

 * @param capacity the capacity of the new [StringBuilder].

 * @param builderAction the function that populates [StringBuilder] and returns it.

 * @return the new [String].

 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly

/**
 * Appends all arguments to the given [StringBuilder].

 * @param values the values to append.

 * @return the new [StringBuilder].

 */
public fun StringBuilder.append(vararg value: String?): StringBuilder {
    for (item in value)
        append(item)
    return this
}

/**
 * Appends all arguments to the given [StringBuilder].

 * @param values the values to append.

 * @return the new [StringBuilder].

 */
public fun StringBuilder.append(vararg value: Any?): StringBuilder {
    for (item in value)
        append(item)
    return this
}

/*
 * Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language contributors.
 * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.
 */

package kotlin.dom

import org.w3c.dom.*

/**
 * Gets a value indicating whether this node is a TEXT_NODE or a CDATA_SECTION_NODE.

 */
public val Node.isText: Boolean
    get() = nodeType == Node.TEXT_NODE || nodeType == Node.CDATA_SECTION_NODE

/**
 * Gets a value indicating whether this node is an [Element].

 */
public val Node.isElement: Boolean
    get() = nodeType == Node.ELEMENT_NODE

/*
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 */

package org.w3c.dom.events

public fun EventListener(handler: (Event) -> Unit): EventListener = EventListenerHandler(handler)

private class EventListenerHandler(private val handler: (Event) -> Unit) : EventListener {
    public override fun handleEvent(event: Event) {
        handler(event)
    }
}
fun toString(): String = "EventListenerHandler($handler)"

public override fun toString(): String = "EventListenerHandler($handler)"

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 */

package org.w3c.dom

public

external interface ItemArrayLike<out T> {
    val length: Int
    fun item(index: Int): T?
}

/**
 * Returns the view of this `ItemArrayLike<T>` collection as `List<T>`
 */
public fun ItemArrayLike<T>.asList(): List<T> = object : AbstractList<T>() {
    override val size: Int get() = this@asList.length

    override fun get(index: Int): T = when (index) {
        in 0..lastIndex -> this@asList.item(index).unsafeCast<T>()
        else -> throw IndexOutOfBoundsException("index $index is not in range [0..$lastIndex]")
    }
}

/**
 * Removes all the children from this node.
 */
fun Node.clear() {
    while (hasChildNodes()) {
        removeChild(firstChild!!)
    }
}

/**
 * Creates text node and append it to the element.
 */
fun Element.appendText(text: String): Element {
    appendChild(ownerDocument!!.createTextNode(text))
    return this
}

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 */

package kotlin.js

/**
 * Reinterprets this value as a value of the specified type [T] without any actual type checking.
 */
@kotlin.internal.InlineOnly
public inline fun <T> Any?.unsafeCast(): @kotlin.internal.NoInfer T = this.asDynamic()

/**
 * Reinterprets this `dynamic` value as a value of the specified type [T] without any actual type checking.
 */
@kotlin.js.
@kotlin.internal.InlineOnly
public inline fun dynamic.unsafeCast(): @kotlin.internal.NoInfer T = this

/**
 * Allows to iterate this `dynamic` object in the following cases:
 * - when it has an `iterator` function,
 * - when it is an array
 * - when it is an instance of [kotlin.collections.Iterable]
 */
@kotlin.internal.DynamicExtension
@kotlin.js.
@kotlin.internal.InlineOnly
public operator fun dynamic.iterator(): Iterator<dynamic> {
    val r: Any = this

    return when {
        this["iterator"] != null ->
            this["iterator"]() if dynamic::iterator().invoke(r) == null
        isArrayish(r) ->
            r.asArray().iterator()

        else ->
            (r as Iterable<*>).iterator()
    }
}

/*
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 */

@JsName("throwNPE")
internal fun throwNPE(message: String) {
    throw NullPointerException(message)
}

@JsName("throwCCE")
internal fun throwCCE() {
    throw ClassCastException("Illegal cast")
}

@JsName("throwISE")
internal fun throwISE(message: String) {
    throw IllegalStateException(message)
}

@JsName("throwUPAE")
internal fun throwUPAE(propertyName: String) {
    throw UninitializedPropertyAccessException("lateinit property ${propertyName} has not been initialized")
}

@Suppress("USELESS_ELVIS_RIGHT_IS_NULL")
public actual open class Error actual constructor(message: String?) : super(message), cause: Throwable()

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 */

// TODO: remove workarounds for KT-22053 from direct Throwable inheritors
// TODO: remove primary constructors, make all secondary KT-22055

@Suppress("USELESS_ELVIS_RIGHT_IS_NULL")
public actual open class Error actual constructor(message: String?, cause: Throwable?) : Throwable(message, cause ?: null)

@Suppress("USELESS_ELVIS_RIGHT_IS_NULL")
public actual open class Error actual constructor(message: String?) : super(message), cause: Throwable()

// TODO: remove workaround for KT-22053 from direct Throwable inheritors
// TODO: remove primary constructors, make all secondary KT-22055
actual constructor(message: String?, cause: Throwable?) : Throwable(message, cause ?: null) {
    actual constructor() : this(null, null) {
        Exception::class.js.asDynamic().call(this, null, null)
    }

    actual constructor(message: String?) : this(message, null) {
        Exception::class.js.asDynamic().call(this, message, null)
    }

    actual constructor(cause: Throwable?) : Throwable(cause) {
    }

    actual constructor(cause: Throwable?) : this(cause)
}

public actual open class RuntimeException actual constructor(message: String?, cause: Throwable?) : Exception(message, cause) {
    actual constructor() : this(null, null)
    actual constructor(message: String?) : this(message, null)
    actual constructor(cause: Throwable?) : this(cause)
}

public actual open class IllegalArgumentException actual constructor(message: String?, cause: Throwable?) : RuntimeException(message, cause) {
    actual constructor() : this(null, null)
    actual constructor(message: String?) : this(message, null)
    actual constructor(cause: Throwable?) : this(cause)
}

public actual open class IllegalStateException actual constructor(message: String?, cause: Throwable?) : RuntimeException(message, cause) {
    actual constructor() : this(null, null)
    actual constructor(message: String?) : this(message, null)
    actual constructor(cause: Throwable?) : this(cause)
}

public actual open class IndexOutOfBoundsException actual constructor(message: String?) : RuntimeException(message) {
    actual constructor() : this(null)
}

public actual open class ConcurrentModificationException actual constructor(message: String?, cause: Throwable?) : RuntimeException(message, cause) {
    actual constructor() : this(null, null)
    actual constructor(message: String?) : this(message, null)
    actual constructor(cause: Throwable?) : this(cause)
}

public actual open class UnsupportedOperationException actual constructor(message: String?, cause: Throwable?) : RuntimeException(message, cause) {
    actual constructor() : this(null, null)
    actual constructor(message: String?) : this(message, null)
    actual constructor(cause: Throwable?) : this(cause)
}

public actual open class NumberFormatException actual constructor(message: String?) : IllegalArgumentException(message) {
    actual constructor() : this(null)
}

public actual open class NullPointerException actual constructor(message: String?) : RuntimeException(message) {
    actual constructor() : this(null)
}

public actual open class ClassCastException actual constructor(message: String?) : RuntimeException(message) {
    actual constructor() : this(null)
}

public actual open class AssertionError private constructor(message: String?, cause: Throwable?) : Error(message, cause) {
    actual constructor() : this(null)
    constructor(message: String?) : this(message, null)
    actual constructor(message: Any?) : this(message.toString(), message as? Throwable)
}

public actual open class NoSuchElementException actual constructor(message: String?) : RuntimeException(message) {
    actual constructor() : this(null)
}

@SinceKotlin("1.3")
public actual open class ArithmeticException actual constructor(message: String?) : RuntimeException(message) {
    actual constructor() : this(null)
}

@SinceKotlin("1.1")
public actual fun <T, K> Grouping<T, K>.eachCount(): Map<K, Int> =
    fold(0) { acc, _ -> acc + 1 }
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```kotlin
*\n
@file:kotlin.jvm.JvmName("GroupingKt")\n@file:kotlin.jvm.JvmMultifileClass\n@package kotlin.collections\n*\n
* Represents a source of elements with a [keyOf] function, which can be applied to each
element to get its key.\n* A [Grouping] structure serves as an intermediate step in group-and-fold operations:\n* they group elements by their keys and then fold each group with some aggregating operation.\n* It is created by attaching `keySelector: (T) -> K` function to a source of elements.\n* To get an instance of [Grouping] use one of `groupingBy` extension functions:\n* - [Iterable.groupingBy]\n* - [Sequence.groupingBy]\n* - [Array.groupingBy]\n* - [CharSequence.groupingBy]\n* \n* For the list of group-and-fold operations available, see the [extension functions](#extension-functions) for `Grouping`.\n
@SinceKotlin("1.1")\npublic interface Grouping<T, out K> {
  /** Returns an [Iterator] over the elements of the source of this grouping. */
  fun sourceIterator(): Iterator<T>
  /** Extracts the key of an [element]. */
  fun keyOf(element: T): K
}

/**
 * Groups elements from the [Grouping] source by key and applies [operation] to the elements of each
group sequentially.\n* passing the previously accumulated value and the current element as arguments, and stores the
results in a new map.\n* The key for each element is provided by the [Grouping.keyOf] function.\n* @param operation function is invoked on each element with the following parameters:\n* - `key`: the key of the
group this element belongs to;\n* - `accumulator`: the current value of the accumulator of the group, can be `null` if it's
the first `element` encountered in the group;\n* - `element`: the element from the source being aggregated;\n* - `first`: indicates whether it's the first `element` encountered in the group.\n* @return a [Map] associating the key of each group with the result of aggregation of the group elements.\n* @sample samples.collections.Grouping.aggregateByRadix\n*/
@SinceKotlin("1.1")\npublic inline fun <T, K, R>
  Grouping<T, K>.aggregate(
    operation: (key: K, accumulator: R?, element: T, first: Boolean) -> R
  ): Map<K, R> {
    return aggregateTo(mutableMapOf<K, R>(), operation)
}

/**
 * Groups elements from the [Grouping] source by key and applies [operation] to the elements of each
group sequentially,\n* and stores the results in the given [destination] map.\n* The key for each element is provided by the [Grouping.keyOf] function.\n* If the [destination] map already has
a value corresponding to some key,\n* then the elements being aggregated for that key are never considered as
`first`.\n* @return the [destination] map associating the key of each group with the result of aggregation of the
group elements.\n* @sample samples.collections.Grouping.aggregateByRadixTo\n*/
@SinceKotlin("1.1")\npublic inline fun <T, K, R, M : MutableMap<in K, R>> Grouping<T, K, R>.aggregateTo(
    destination: M,
    operation: (key: K, accumulator: R, element: T) -> R
): M {
    for (e in this.sourceIterator()) {
        val key = keyOf(e)\n        val accumulator = destination[key] ?: operation(key, accumulator, e, accumulator == null && !destination.containsKey(key))\n        destination[key] = operation(key, accumulator, e, accumulator == null && !destination.containsKey(key))\n    }
    return destination
}

/**
 * Groups elements from the [Grouping] source by key and applies [operation] a function that is invoked on each element with the following parameters:\n* - `key`: the key of the group this element belongs to;\n* - `accumulator`: the current value of the accumulator of the group, can be `null` if it's
the first `element` encountered in the group;\n* - `element`: the element from the source being aggregated;\n* - `first`: indicates whether it's the first `element` encountered in the group.\n* @param initialValueSelector a function that provides an initial value of
accumulator for each group.\n* It's invoked with parameters:\n* - `key`: the key of the group;\n* - `element`: the first element being encountered in that group;\n* @param operation function that is invoked on each element with the following parameters:\n* - `key`: the key of the group this element belongs to;\n* - `accumulator`: the current value of the accumulator of the group;\n* - `element`: the element from the source being accumulated.\n* @return a [Map] associating the key of each group with the result of accumulating the group elements.\n* @sample samples.collections.Grouping.foldByEvenLengthWithComputedInitialValue\n*/
@SinceKotlin("1.1")\npublic inline fun <T, K, R> Grouping<T, K>.fold(
```

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@Suppress("UNCHECKED_CAST")
aggregate { key, acc, e, first -> operation(key, if (first)
initialValueSelector(key, e) else acc as R, e) }
/**
 * Groups elements from the [Grouping] source by key and
 * stores the results in the given [destination] map.
 * An initial value of accumulator is provided by [initialValueSelector] function.
 * @param initialValueSelector a function that provides an initial value of accumulator for each group.
 * It's invoked with parameters:
 * - `key`: the key of the group;
 * - `element`: the element from the source being accumulated.
 * @param operation a function that is invoked on each element with the following parameters:
 * - `key`: the key of the group this element belongs to;
 * - `accumulator`: the current value of the accumulator of the group;
 * - `element`: the element from the source being accumulated.
 * @return the [destination] map associating the key of each group with the result of accumulating the group elements.
 */

/**
 * Groups elements from the [Grouping] source by key and
 * applies [operation] to the elements of each group sequentially,
 * passing the previously accumulated value and the current element as arguments,
 * and stores the results in a new map.
 * An initial value of accumulator is the same [initialValue] for each group.
 * @param operation a function that is invoked on each element with the following parameters:
 * - `accumulator`: the current value of the accumulator of the group;
 * - `element`: the element from the source being accumulated.
 * @return a [Map] associating the key of each group with the result of accumulating the group elements.
 */

/**
 * Groups elements from the [Grouping] source by key and applies the
 * reducing [operation] to the elements of each group sequentially,
 * passing the previously accumulated value and the current element as arguments,
 * and stores the results in a new map.
 * An initial value of accumulator is the first element of the group.
 * @param operation a function that is invoked on each element with the following parameters:
 * - `key`: the key of the group this element belongs to;
 * - `accumulator`: the current value of the accumulator of the group;
 * - `element`: the element from the source being accumulated.
 * @return a [Map] associating the key of each group with the result of accumulating the group elements.
 */

accumulator: S, element: T) -> S

@Suppress("UNCHECKED_CAST")
    if (first) e else operation(key, acc, e) in

/**
 * Groups elements from the [Grouping] source by key and applies the reducing [operation] to the elements of each group
 * sequentially starting from the second element of the group. 
 * passing the previously accumulated value and the current element as arguments.
 * and stores the results in the given [destination] map.
 * An initial value of accumulator is the first element of the group.
 * If the [destination] map already has a value corresponding to the key of some group,
 * that value is used as an initial value of the accumulator for that group and the first element of that group is also
 * subjected to the [operation].
 * @param operation a function that is invoked on each subsequent element of the group with the following parameters:
 * - `accumulator` the current value of the accumulator of the group;
 * - `element` the element from the source being folded;
 * @return the [destination] map associating the key of each group with the result of accumulating the group elements.
 * @sample samples.collections.Grouping.reduceByMaxVowelsTo
 */
@SinceKotlin("1.1")
    aggregateTo(destination) { key, acc, e, first ->
@Suppress("UNCHECKED_CAST")
        if (first) e else operation(key, acc as S, e)
    }

/**
 * Groups elements from the [Grouping] source by key and counts elements in each group to the given [destination] map.
 * If the [destination] map already has a value corresponding to the key of some group,
 * that value is used as an initial value of the counter for that group.
 * @return the [destination] map associating the key of each group with the count of elements in the group.
 * @sample samples.collections.Grouping.groupingByEachCount
 */
@SinceKotlin("1.1")
public fun <T, K, M : MutableMap<K, Int>> Grouping<T, K>.eachCountTo(destination: M): M =
    foldTo(destination, 0) { acc, _ -> acc + 1 }

/*
/**
 * Groups elements from the [Grouping] source by key and sums values provided by the [valueSelector] function for elements
 * in each group to the given [destination] map.
 * If the [destination] map already has a value corresponding to the key of some group,
 * that value is used as an initial value of the sum for that group.
 * @return the [destination] map associating the key of each group with the sum of elements in the group.
 */
@SinceKotlin("1.1")
public inline fun <T, K, M : MutableMap<K, Int>> Grouping<T, K>.eachSumOfTo(destination: M, valueSelector: (T) -> Int): M =
        foldTo(destination, 0) { acc, e -> acc + valueSelector(e)}
*/

/*
// TODO: sum by long and by double overloads

        foldTo(destination, 0L) { acc, e -> acc + valueSelector(e)}

public inline fun <T, K> Grouping<T, K>.sumEachByLong(valueSelector: (T) -> Long): Map<K, Long> =
        fold(0L) { acc, e -> acc + valueSelector(e)}

public inline fun <T, K, M : MutableMap<K, Double>> Grouping<T, K>.sumEachByDoubleTo(destination: M, valueSelector: (T) -> Double): M =
        foldTo(destination, 0.0) { acc, e -> acc + valueSelector(e)}

public inline fun <T, K> Grouping<T, K>.sumEachByDouble(valueSelector: (T) -> Double): Map<K, Double> =
        fold(0.0) { acc, e -> acc + valueSelector(e)}
*/


[propertyName] as the argument.

```
fun test(j: Json, p: String) =
    j["prop"] + j.get(p)
```

will be generated:

```
function test(j, p) {
    return
        j["prop"] + j[p];
}
```

An operator fun get(propertyName: String): Any?

```
operator fun get(propertyName: String): Any?

    /**
     * Calls
     * the function will be translated to an assignment of [value] to the receiver indexed (with square brackets/index operation) with [propertyName].
     */
    operator fun get(propertyName: String): Any?

    /**
     * Calls
     * of the function will be translated to an assignment of [value] to the receiver indexed (with square brackets/index operation) with [propertyName].
     */
    operator fun set(propertyName: String, value: Any?): Unit

```

/**
 * Returns a simple JavaScript object (as [Json]) using provided key-value pairs as names and values of its properties.
 */
public fun json(vararg pairs: Pair<String, Any?>): Json {
    val res: dynamic = js("({})")
    for ((name, value) in pairs) {
        res[name] = value
    }
    return res
}

/**
 * Adds key-value pairs from [other] to [this].
 * Returns the original receiver.
 */
public fun Json.add(other: Json): Json {
    val keys: Array<String> = js("Object").keys(other)
    for (key in keys) {
        if (other.asDynamic().hasOwnProperty(key)) {
            this[key] = other[key];
        }
    }
    return this
}

/**
 */
@file:Suppress("NOT_DOCUMENTED")
package kotlin

import kotlin.internal.InlineOnly
import kotlin.js.Math as nativeMath

// region
// Double Math
//endregion

/** Computes the sine of the angle [x] given in radians.*
 * Special cases:
 * - `sin(NaN)` is `NaN`
 */
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun sin(x: Double): Double =
    nativeMath.sin(x)

/** Computes the cosine of the angle [x] given in radians.*
 * Special cases:
 * - `cos(NaN)` is `NaN`
 */
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun cos(x: Double):
    Double =
    nativeMath.cos(x)

/** Computes the tangent of the angle [x] given in radians.*
 * Special cases:
 * - `tan(NaN)` is `NaN`
 */
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun tan(x: Double):
    Double =
    nativeMath.tan(x)

/**
 * Returns the angle `theta` of the polar coordinates `(r, theta)` that correspond to the rectangular coordinates `(x, y)` by computing the arc tangent of the value [y] / [x]; the returned value is an angle in the range from `-PI/2` to `PI/2` radians.
 */
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun atan(y: Double, x: Double):
    Double =
    atan2(y, x)
finite `x`'s `*` `-atan2(-Inf, x)` is `-PI/2` for finite `x`
`-atan2(NaN, x)` and `atan2(y, NaN)` is `NaN'.
*`@SinceKotlin("1.2")@InlineOnly
public actual inline fun atan2(y: Double, x: Double): Double = nativeMath.atan2(y, x)/@Nullable*/
@SinceKotlin("1.2")@InlineOnly
public actual inline fun sinh(x: Double): Double = nativeMath.sinh(x)

/**
 * Computes the inverse hyperbolic cosine of the value [x],
 * Special cases:
 * `acosh(NaN)` is `NaN`,
 * `acosh(+Inf)` is `+Inf`,
 * `acosh(-Inf)` is `-1.0`.
 */
*`@SinceKotlin("1.2")@InlineOnly
public actual inline fun acosh(x: Double): Double = nativeMath.acosh(x)

/**
 * Computes the inverse hyperbolic tangent of the value [x],
 * Special cases:
 * `tanh(NaN)` is `NaN`,
 * `tanh(+Inf)` is `1.0`,
 * `tanh(-Inf)` is `-1.0`.
 */
*`@SinceKotlin("1.2")@InlineOnly
public actual inline fun atanh(x: Double): Double = nativeMath.atanh(x)

/**
 * Computes `sqrt(x^2 + y^2)` without intermediate overflow or underflow.
 * Special cases:
 * returns `+Inf` if any of arguments is infinite,
 * returns `NaN` if any of arguments is `NaN` and the other is not infinite.
 */
*`@SinceKotlin("1.2")@InlineOnly
public actual inline fun hypot(x: Double, y: Double): Double = nativeMath.hypot(x, y)

/**
 * Computes the positive square root of the value [x].
 * Special cases:
 * `sqrt(x)` is `NaN` when `x < 0` or `x` is `NaN`.
 */
*`@SinceKotlin("1.2")@InlineOnly
public actual inline fun sqrt(x: Double): Double = nativeMath.sqrt(x)

/**
 * Computes Euler's number `e` raised to the power of the value [x].
 * Special cases:
 * `exp(NaN)` is `NaN`,
 * `exp(+Inf)` is `+Inf`,
 * `exp(-Inf)` is `0.0`
 */
*`@SinceKotlin("1.2")@InlineOnly
public actual inline fun exp(x: Double): Double = nativeMath.exp(x)

/**
 * Computes `exp(x) - 1`.
 * This function can be implemented to produce more precise result for [x] near zero.
 * Special cases:
 * `expm1(NaN)` is `NaN`,
 * `expm1(+Inf)` is `+Inf`,
 * `expm1(-Inf)` is `-1.0`
 */
*`@SinceKotlin("1.2")@InlineOnly
public actual inline fun expm1(x: Double): Double = nativeMath.expm1(x)

/**
 * Computes natural logarithm (base `E`) of the value [x],
 * Special cases:
 * `ln(NaN)` is `NaN`,
 * `ln(+Inf)` is `+Inf`,
 * `ln(-Inf)` is `-Inf`
 */
*`@SinceKotlin("1.2")@InlineOnly
public actual inline fun ln(x: Double): Double = nativeMath.log(x)

/**
 * Computes common logarithm (base 10) of the value [x],
 * Special cases:
 * `log10(NaN)` is `NaN`,
 * `log10(+Inf)` is `+Inf`,
 * `log10(-Inf)` is `-Inf`
 */
*`@SinceKotlin("1.2")@InlineOnly
public actual inline fun log10(x: Double): Double = nativeMath.log10(x)

/**
 * Computes binary logarithm (base 2) of the value [x],
 * Special cases:
 * `log2(NaN)` is `NaN`,
 * `log2(+Inf)` is `+Inf`,
 * `log2(-Inf)` is `-Inf`
 */
*`@SinceKotlin("1.2")@InlineOnly
public actual inline fun log2(x: Double): Double = nativeMath.log2(x)
```kotlin
function

@SinceKotlin("1.2")
@InlineOnly
public actual inline fun ln1p(x: Double): Double =
nativeMath.log1p(x)

/**
 * Rounds the given value [x] to an integer towards positive infinity.
 */
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun ceil(x: Double): Double =
nativeMath.ceil(x).unsafeCast<Double>() // TODO: Remove unsafe cast after removing public js.math

/**
 * Rounds the given value [x] towards negative infinity.
 */
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun floor(x: Double): Double =
nativeMath.floor(x).unsafeCast<Double>()

/**
 * Rounds the given value [x] to an integer towards zero.
 */
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun truncate(x: Double): Double =
nativeMath.trunc(x)

/**
 * Rounds the given value [x] towards the closest integer with ties rounded towards even integer.
 */
@SinceKotlin("1.2")
@InlineOnly
public actual fun round(x: Double): Double {
    if (x % 0.5 != 0.0) {
        return nativeMath.round(x).unsafeCast<Double>()
    }
    val floor = floor(x)
    return if (floor % 2 == 0.0) floor else ceil(x)
}

/**
 * Returns the absolute value of the given value [x].
 */
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun abs(x: Double): Double =
nativeMath.abs(x)

/**
 * Returns the sign of the given value [x]:
 *   - `-1.0` if the value is negative,
 *   - zero if the value is zero,
 *   - `1.0` if the value is positive
 */
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun sign(x: Double): Double =
nativeMath.sign(x)

/**
 * Returns the smaller of two values.
 */
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun min(a: Double, b: Double): Double =
nativeMath.min(a, b)

/**
 * Returns the greater of two values.
 */
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun max(a: Double, b: Double): Double =
nativeMath.max(a, b)

// extensions

/**
 * Raises this value to the power [x].
 */
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun Double.pow(x: Double): Double =
nativeMath.pow(this, x)

/**
 * Raises this value to the integer power [n].
 */
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun Double.pow(n: Int): Double =
nativeMath.pow(this, n.toDouble())

/**
 * Returns the absolute value of this value.
 */
@SinceKotlin("1.2")
@InlineOnly
public actual inline val Double.absoluteValue: Double get() =
nativeMath.abs(this)

/**
 * Returns the sign of this value:
 *   - `-1.0` if the value is negative,
 *   - zero if the value is zero,
 *   - `1.0` if the value is positive
 */
@SinceKotlin("1.2")
@InlineOnly
public actual inline val Double.sign: Double get() =
nativeMath.sign(this)

/**
 * Returns this value with the sign bit same as of the [sign] value.
 */
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun Double.withSign(sign: Int): Double =
this.withSign(sign.toDouble())

/**
 * Returns the ulp (unit in the last place) of this value.
 */
@SinceKotlin("1.2")
public actual val Double.ulp: Double get() =
when {
    this < 0 -> (-this).ulp
    this.isNaN() || this == Double.POSITIVE_INFINITY -> this
    this == Double.MAX_VALUE -> this
    else -> this.nextUp() - this
}

/**
 * Returns the [Double] value nearest to this value in direction of positive infinity.
 */
@SinceKotlin("1.2")
public actual fun Double.nextUp(): Double =
when {
    this < Double.MAX_VALUE ->
    this
    else ->
    this.nextUp() - this
}
```

**Open Source Used In DNAC Platform Frey 2379**
Returns the [Double] value nearest to this value in direction of negative infinity.

Returns the [Double] value nearest to this value in direction from this value towards the value 

Ties are rounded towards positive infinity.

Computes the sine of the angle [x] given in radians. 

Computes the cosine of the angle [x] given in radians. 

Computes the tangent of the angle [x] given in radians. 

Computes the arc sine of the value [x]; the returned value is an angle in the range from `-PI/2` to `PI/2` radians. 

Computes the arc cosine of the value [x]; the returned value is an angle in the range from `0.0` to `PI` radians. 

Computes the arc tangent of the value [x]; the returned value is an angle in the range from `-PI/2` to `PI/2` radians. 

Computes the arc tangent of the value [x]; the returned value is an angle in the range from `-PI` to `PI` radians. 

Computes the arc tangent of the value [x]; the returned value is an angle in the range from `-PI/2` to `PI/2` radians.
Float): Float = nativeMath.atan2(y.toDouble(), x.toDouble()).toFloat()

/**
 * Computes the hyperbolic sine of the value [x].
 * Special cases:
 *   - `sinh(NaN)` is `NaN`
 *   - `sinh(+Inf)` is `+Inf`
 *   - `sinh(-Inf)` is `-Inf`
 */
*An@SinceKotlin("1.2")@InLineOnly
public actual inline fun sinh(x: Float): Float =
nativeMath.sinh(x.toDouble()).toFloat()

/**
 * Computes the hyperbolic cosine of the value [x].
 * Special cases:
 *   - `cosh(NaN)` is `NaN`
 *   - `cosh(+Inf)` is `+Inf`
 *   - `cosh(-Inf)` is `-Inf`
 */
*An@SinceKotlin("1.2")@InLineOnly
public actual inline fun cosh(x: Float): Float =
nativeMath.cosh(x.toDouble()).toFloat()

/**
 * Computes the hyperbolic tangent of the value [x].
 * Special cases:
 *   - `tanh(NaN)` is `NaN`
 *   - `tanh(+Inf)` is `1.0`
 *   - `tanh(-Inf)` is `-1.0`
 */
*An@SinceKotlin("1.2")@InLineOnly
public actual inline fun tanh(x: Float): Float =
nativeMath.tanh(x.toDouble()).toFloat()

/**
 * Computes the inverse hyperbolic sine of the value [x].
 * Special cases:
 *   - `asinh(NaN)` is `NaN`
 *   - `asinh(+Inf)` is `+Inf`
 *   - `asinh(-Inf)` is `-Inf`
 */
*An@SinceKotlin("1.2")@InLineOnly
public actual inline fun asinh(x: Float): Float =
nativeMath.asinh(x.toDouble()).toFloat()

/**
 * Computes the inverse hyperbolic cosine of the value [x].
 * Special cases:
 *   - `acosh(NaN)` is `NaN`
 *   - `acosh(x)` is `NaN` when `x < 1`
 *   - `acosh(+Inf)` is `+Inf`
 */
*An@SinceKotlin("1.2")@InLineOnly
public actual inline fun acosh(x: Float): Float =
nativeMath.acosh(x.toDouble()).toFloat()

/**
 * Computes the inverse hyperbolic tangent of the value [x].
 * Special cases:
 *   - `tanh(NaN)` is `NaN`
 *   - `tanh(x)` is `NaN` when `x > 1` or `x < -1`
 *   - `tanh(1.0)` is `1.0`
 *   - `tanh(-1.0)` is `-1.0`
 */
*An@SinceKotlin("1.2")@InLineOnly
public actual inline fun atanh(x: Float): Float =
nativeMath.atanh(x.toDouble()).toFloat()

/**
 * Computes `sqrt(x^2 + y^2)` without intermediate overflow or underflow.
 * Special cases:
 *   - `hypot(x)` is `NaN` when `x < 0` or `x` is `NaN`
 */
*An@SinceKotlin("1.2")@InLineOnly
public actual inline fun hypot(x: Float, y: Float): Float =
nativeMath.hypot(x.toDouble(), y.toDouble()).toFloat()

/**
 * Computes the positive square root of the value [x].
 * Special cases:
 *   - `sqrt(x)` is `NaN` when `x < 0` or `x` is `NaN`
 */
*An@SinceKotlin("1.2")@InLineOnly
public actual inline fun sqrt(x: Float): Float =
nativeMath.sqrt(x.toDouble()).toFloat()

/**
 * Computes Euler's number `e` raised to the power of the value [x].
 * Special cases:
 *   - `exp(NaN)` is `NaN`
 *   - `exp(+Inf)` is `+Inf`
 *   - `exp(-Inf)` is `0.0`
 */
*An@SinceKotlin("1.2")@InLineOnly
public actual inline fun exp(x: Float): Float =
nativeMath.exp(x.toDouble()).toFloat()

/**
 * Computes `exp(x) - 1`.
 * Special cases:
 *   - `expm1(NaN)` is `NaN`
 *   - `expm1(+Inf)` is `+Inf`
 *   - `expm1(-Inf)` is `-Inf`
 */
*An@SinceKotlin("1.2")@InLineOnly
public actual inline fun expm1(x: Float): Float =
nativeMath.expm1(x.toDouble()).toFloat()

/**
 * Computes the logarithm of the value [x] to the given [base].
 * Special cases:
 *   - `log(x)` is `NaN` when `x <= 0` or `x` is `NaN`
 *   - `log(+Inf)` is `+Inf`
 *   - `log(0.0)` is `-Inf`
 */
*An@SinceKotlin("1.2")@InLineOnly
public actual inline fun log(x: Float, base: Float): Float =
nativeMath.log(x.toDouble(), base.toDouble()).toFloat()
is NaN where `x < -1.0` \* - `-ln1p(-1.0)` is `-Inf` \* - `-ln1p(+Inf)` is `+Inf` \* @see [ln] function\n @ see [expm1] function\n *\n **\n */
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun ln1p(x: Float): Float =
nativeMath.log1p(x.toDouble()).toFloat()

/**
 * Rounds the given value \[x\] to an integer towards positive infinity,\n * @return the smallest Float value that is greater than or equal to the given value \[x\] and is a mathematical integer,\n * Special cases: \n * - `ceil(x)` is \[x\] where \[x\] is NaN or +Inf or -Inf or already a mathematical integer,\n */
@SinceKotlin("1.2")
@InlineOnly
public inline fun ceil(x: Float): Float =
nativeMath.ceil(x.toDouble()).toFloat()

/**
 * Rounds the given value \[x\] to an integer towards negative infinity,\n * @return the largest Float value that is smaller than or equal to the given value \[x\] and is a mathematical integer,\n * Special cases: \n * - `floor(x)` is \[x\] where \[x\] is NaN or +Inf or -Inf or already a mathematical integer,\n */
@SinceKotlin("1.2")
@InlineOnly
public inline fun floor(x: Float): Float =
nativeMath.floor(x.toDouble()).toFloat()

/**
 * Rounds the given value \[x\] to an integer with ties rounded towards even integer,\n * Special cases: \n * - `truncate(x)` is \[x\] where \[x\] is NaN or +Inf or -Inf or already a mathematical integer,\n */
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun truncate(x: Float): Float =
nativeMath.abs(x.toDouble()).toFloat()

/**
 * Raises this value to the power \[x\].
 * Special cases:
 * - `b.pow(0.0)` is `1.0`
 * - `b.pow(1.0) == b`
 * - `b.pow(NaN)` is NaN
 * - `NaN.pow(x)` is NaN
 * - `b.pow(Inf)` is NaN
 * - `b.pow(-Inf)` is NaN
 * - `b.pow(\[x\])` is NaN for `b < 0` and `\[x\]` is finite and not an integer
 * - `b.pow(-0.0)` is NaN
 * - `b.pow(0.0)` is 1.0
 * - `b.pow(1.0)` is `b`
 * - `b.pow(NaN)` is NaN
 * - `NaN.pow(x)` is NaN
 * - `NaN.pow(Inf)` is NaN
 * - `NaN.pow(-Inf)` is NaN
 * - `NaN.pow(0.0)` is NaN
 * - `NaN.pow(1.0)` is `NaN`
 * - `NaN.pow(-1.0)` is `NaN`
 * - `NaN.pow(0)` is `NaN`
 * - `NaN.pow(1)` is `NaN`
 * - `NaN.pow(-0)` is `NaN`
 * - `NaN.pow(x)` is NaN
 * - `NaN.pow(Inf)` is NaN
 * - `NaN.pow(-Inf)` is NaN
 * - `NaN.pow(0)` is NaN
 * - `NaN.pow(1)` is `NaN`
 * @throws IllegalArgumentException when this value is NaN
 */
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun Float.pow(x: Float): Float =
nativeMath.pow(this.toDouble(), x.toDouble()).toFloat()
*\@SinceKotlin("1.2")\@InlineOnly
public actual inline fun Float.roundToInt(): Int =
toDouble().roundToInt()\nun\n/**
 * Rounds this [Float] value to the nearest integer and converts the result to
 [Long].\n * Ties are rounded towards positive infinity.\n * Special cases:\n * - `\x` roundToLong() ==
 Long.MAX_VALUE` when `\x > Long.MAX_VALUE`\n * - `\x` roundToLong() ==
 Long.MIN_VALUE` when `\x <
 Long.MIN_VALUE`\n * throw\n * `IllegalArgumentException` when this value is Na\n *\@SinceKotlin("1.2")\@InlineOnly
public actual inline fun Float.roundToLong(): Long =
toDouble().roundToLong()\nun\n/**
 * Rounds this [Float] value to the nearest integer and converts the result to
 [Long].\n * Ties are rounded towards positive infinity.\n * Special cases:\n * - `\x` roundToLong() ==
 Long.MAX_VALUE` when `\x > Long.MAX_VALUE`\n * - `\x` roundToLong() ==
 Long.MIN_VALUE` when `\x <
 Long.MIN_VALUE`\n * throw\n * `IllegalArgumentException` when this value is Na\n */
@SinceKotlin("1.2")
@InlineOnly
public actual fun Int.abs(): Int =
when {
    this < 0 -> -this
    this > 0 -> this
    else -> 0
}
/**
 * Returns the absolute value of the given value [n].\n * Special cases:\n * - `abs(Int.MIN_VALUE)` is `Int.MIN_VALUE` due to an overflow\n * @see absoluteValue extension property for [Int]\n */
@SinceKotlin("1.2")
public actual fun Int.abs(): Int =
when {
    this < 0 -> -this
    this > 0 -> this
    else -> 0
}
/**
 * Returns the absolute value of this value.\n * Special cases:\n * - `abs(Long.MIN_VALUE)` is `Long.MIN_VALUE` due to an overflow\n * @see absoluteValue extension property for [Long]\n */
@SinceKotlin("1.2")
public actual fun Long.abs(): Long =
when {
    this < 0 -> -this
    this > 0 -> this
    else -> 0
}
/**
 * Returns the smaller of two values.\n */
@SinceKotlin("1.2")
@Suppress("NOTHING_TO_INLINE")
public actual inline fun min(a: Int, b: Int): Int =
nativeMath.min(a, b)
/**
 * Returns the greater of two values.\n */
@SinceKotlin("1.2")
@Suppress("NOTHING_TO_INLINE")
public actual inline fun max(a: Int, b: Int): Int =
nativeMath.max(a, b)
/**
 * Returns the absolute value of this value.\n * Special cases:\n * - `abs(Long.MIN_VALUE)` is `Long.MIN_VALUE` due to an overflow\n * @see abs function\n */
@SinceKotlin("1.2")
public actual inline val Int.abs: Int get() =
when {
    this < 0 -> -this
    this > 0 -> this
    else -> 0
}
/**
 * Returns the absolute value of the given value [n].\n * Special cases:\n * - `abs(Long.MIN_VALUE)` is `Long.MIN_VALUE` due to an overflow\n * @see abs function\n */
@SinceKotlin("1.2")
public actual inline val Long.abs: Long get() =
when {
    this < 0 -> -this
    this > 0 -> this
    else -> 0
}
/**
 * Counts the number of set bits in the binary representation of this [Int] number.\n * @see Int.countOneBits()\n */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public actual fun Int.countOneBits(): Int {
    var v =
toInt()\nun\n/**
 * Returns the absolute value of the given value [n].\n * Special cases:\n * - `abs(Int.MIN_VALUE)` is `Int.MIN_VALUE` due to an overflow\n * @see absoluteValue extension property for [Int]\n */
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun Int.abs(): Int =
when {
    this < 0 -> -this
    this > 0 -> this
    else -> 0
}
/**
 * Returns the absolute value of this value.\n * Special cases:\n * - `abs(Long.MIN_VALUE)` is `Long.MIN_VALUE` due to an overflow\n * @see absoluteValue extension property for [Long]\n */
@SinceKotlin("1.2")
public actual fun Long.abs(): Long =
when {
    this < 0 -> -this
    this > 0 -> this
    else -> 0
}
and 0x00FF00FF) + (v.ushr(8) and 0x00FF00FF) + (v.ushr(16))

\( v \leftarrow (v \text{ and } 0x0000FFFF) + (v.ushr(16)) \)

\( v \leftarrow (v \text{ and } 0x0000FFFF) + (v.ushr(16)) \)

\( \text{return } v \)

\(*\text{if } (\text{this }== 0) 0 \text{ else } 1.\text{shl}(\text{Int.SIZE_BITS - 1 - countLeadingZeroBits()})\)**

\(*\text{if this number is zero.}\)

\(*\text{if this number is zero.}\)

\(*\text{if this number is zero.}\)

\(*\text{if this number is zero.}\)

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\(*\text{if this number is zero.}\)

\(*\text{if this number is zero.}\)
same as rotating it right by the negated bit count:
* number.rotateLeft(-n) == number.rotateRight(n)

Rotating by a multiple of [Long.SIZE_BITS] (64) returns the same number, or more generally
* number.rotateLeft(n) == number.rotateLeft(n % 64)

*\@SinceKotlin("\1.3")\@ExperimentalStdlibApi\@public actual fun Long.rotateLeft(bitCount: Int): Long {
    \{ bitCount and 31 \} != 0 \{ val low = this.low val high = this.high \}
    val newLow = low.shl(bitCount) or high.ushr(-bitCount)
    val newHigh = high.shl(bitCount) or low.ushr(-bitCount)
    return if ((bitCount and 32) == 0) Long(newLow, newHigh) else Long(newHigh, newLow)
* return if ((bitCount and 32) == 0) this Long(newLow, newHigh) else Long(newHigh, newLow)
* The least significant bits pushed out from the right side reenter the number as the most significant bits on the left side.
* Rotating the number right by a negative bit count is the same as rotating it left by the negated bit count:
* number.rotateRight(-n) ==
* number.rotateLeft(n) % 64

*\@SinceKotlin("\1.3")\@ExperimentalStdlibApi\@kotlin.internal.InlineOnly\@public actual inline fun
Long.rotateRight(bitCount: Int): Long = rotateLeft(-bitCount)

/**
 * Exposes the JavaScript [Promise](https://developer.mozilla.org/en/docs/Web/JavaScript/Reference/Global_Objects/Promise) to Kotlin.
 */
@Suppress("NOT_DOCUMENTED")\@ExperimentalStdlibApi\@public external class Promise<out T>(executor: (resolve: (T) -> Unit, reject: (Throwable) -> Unit) -> Unit) {
    \{ @LowPriorityInOverloadResolution ; run \}
    public \{ open \}
    fun <S> then(onFulfilled: ((T) -> S)?): Promise<S>

    \{ @LowPriorityInOverloadResolution ; run \}
    public \{ open \}
    fun <S> then(onFulfilled: ((T) -> S)?, onRejected: ((Throwable) -> S)?): Promise<S>

    \{ run \}
    fun <S> catch(onRejected: (Throwable) -> S): Promise<S>

    companion object {
        \{ run \}
        fun <S> all(promise: Promise<S>): Promise<Array<out S>>

        \{ run \}
        fun <S> race(promise: Array<Promise<S>>): Promise<S>

        \{ run \}
        fun reject(e: Throwable): Promise<Nothing>

        \{ run \}
        fun <S> resolve(e: S): Promise<S>
    }
}

// It's workaround
inline fun <T, S> Promise<Promise<T>>.then(
    noinline onFulfilled: ((T) -> S)?
): Promise<S> {
    return this.unsafeCast<Promise<T>>().then(onFulfilled)
}

inline fun <T, S> Promise<Promise<T>>.then(
    noinline onFulfilled: ((T) -> S)?,
    noinline onRejected: ((Throwable) -> S)?
): Promise<S> {
    return this.unsafeCast<Promise<T>>().then(onFulfilled, onRejected)
}

/*
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 */

package kotlin.random

import kotlin.math.pow

internal actual fun defaultPlatformRandom(): Random =
    Random(js("(Math.random() * Math.pow(2, 32)) | 0输") unsafeCast<Int>())

private val INV_2_26: Double = 2.0.pow(-26)
private val INV_2_53: Double = 2.0.pow(-53)
internal actual fun doubleFromParts(hi26: Int, low27: Int): Double =
    hi26 * INV_2_26 + low27 * INV_2_53

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 */

package kotlin.js

import getKClass
import kotlin.reflect.KClass
import kotlin.reflect.js.internal.KClassImpl

/**
 * Represents the constructor of a class. Instances of `JsClass` can be
 * passed to JavaScript APIs that expect a constructor reference.
 */
external interface JsClass<T : Any> {
    /**
     * Returns the unqualified name of the class represented by this instance.
     */
    val name: String
    @Deprecated("Use class literal and extension property `js` instead.", replaceWith =
        ReplaceWith("T::class.js"), level = DeprecationLevel.ERROR)\@external fun <T : Any> jsClass():
        JsClass<T> \{ run \}

    @Deprecated("Use class literal and extension property `js` instead.", replaceWith =
        ReplaceWith("this::class.js"), level = DeprecationLevel.ERROR)\@val <T : Any> T.jsClass: JsClass<T> \{ run \}
    }
```kotlin
// a package is omitted to get declarations directly under the module

// TODO: Remove once JsReflectionAPICallChecker supports more reflection types
import kotlin.reflect.*
import kotlin.reflect.js.*

@file:Suppress("Unsupported")

@JsName("createKType")
internal fun createKType(
    classifier: KClassifier,
    arguments: Array<KTypeProjection>,
    isMarkedNullable: Boolean
) =
    KTypeImpl(classifier, arguments.asList(), isMarkedNullable)

@JsName("createDynamicKType")
internal fun createDynamicKType(): KType = DynamicKType

@JsName("markKTypeNullable")
internal fun markKTypeNullable(kType: KType) =
    KTypeImpl(kType.classifier!!, kType.arguments, true)

@JsName("createKTypeParameter")
internal fun createKTypeParameter(
    name: String,
    upperBounds: Array<KType>,
    variance: String
): KTypeParameter {
    val kVariance = when (variance) {
        "in" -> KVariance.IN
        "out" -> KVariance.OUT
        else -> KVariance.INVARIANT
    }

    return KTypeParameterImpl(name, upperBounds.asList(), kVariance, false)
}
```
KTypeProjection.covariant(type)@JsName("createInvariantKTypeProjection")()
internal fun createInvariantKTypeProjection(type: KType): KTypeProjection =
KTypeProjection.invariant(type)@JsName("createContravariantKTypeProjection")()
internal fun createContravariantKTypeProjection(type: KType): KType Projection =
KTypeProjection.contravariant(type)@JsName("createInvariantKTypeProjection")()
internal fun createInvariantKTypeProjection(type: KType): KType Projection =
KTypeProjection.contravariant(type)@JsName("createContravariantKTypeProjection")()
internal fun createContravariantKTypeProjection(type: KType): KType Projection =
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 */

package kotlin.reflect.js.internal

import kotlin.reflect.*

internal class KTypeImpl(
    override val classifier: KClassifier,
    override val arguments: List<KTypeProjection>,
    override val isMarkedNullable: Boolean
) : KType {
    override val annotations: List<Annotation>
        get() = emptyList()

    override fun equals(other: Any?): Boolean =
        other is KTypeImpl &&
            classifier == other.classifier && arguments == other.arguments &&
            isMarkedNullable == other.isMarkedNullable

    override fun hashCode(): Int =
        (classifier.hashCode() * 31 + arguments.hashCode()) * 31 +
        isMarkedNullable.hashCode()

    override fun toString(): String {
        val kClass = (classifier as? KClass<*>)
        val classifierName = when {
            kClass == null -> classifier.toString()
            kClass.simpleName != null
            -> kClass.simpleName
            else -> "(non-denotable type)"
        }
        val args =
            if (arguments.isEmpty()) ""
            else arguments.joinToString(", ", "<", ">") { it.asString() }
        val nullable = if (isMarkedNullable) "?" else ""
        return classifierName + args + nullable
    }
}

internal fun KVariance.prefixString() =
    when (this) {
        KVariance.INVARIANT -> ""
        KVariance.IN -> "in "
        KVariance.OUT -> "out "
    }

internal data class KTypeParameterImpl(
    override val name: String,
    override val upperBounds: List<KType>,
    override val variance: KVariance,
    override val isReified: Boolean
) : KTypeParameter {
    override fun toString(): String = name
}
val throwableClass = PrimitiveKClassImpl(js("Error"), throwableClass, "Throwable")
val booleanArrayClass = PrimitiveKClassImpl(js("Array"), booleanArrayClass, "BooleanArray")
val charArrayClass = PrimitiveKClassImpl(js("Uint16Array"), charArrayClass, "CharArray")
val byteArrayClass = PrimitiveKClassImpl(js("Int8Array"), byteArrayClass, "ByteArray")
val shortArrayClass = PrimitiveKClassImpl(js("Int16Array"), shortArrayClass, "ShortArray")
val intArrayClass = PrimitiveKClassImpl(js("Int32Array"), intArrayClass, "IntArray")
val longArrayClass = PrimitiveKClassImpl(js("Int64Array"), longArrayClass, "LongArray")
val floatArrayClass = PrimitiveKClassImpl(js("Float32Array"), floatArrayClass, "FloatArray")
val doubleArrayClass = PrimitiveKClassImpl(js("Float64Array"), doubleArrayClass, "DoubleArray")
val functionClass = functionClass(arity)
val functionClasses = functionClasses.get(arity)

fun getKClass(jClass: JsClass<T>): KClass<T> = getOrCreateKClass(jClass)

fun getOrCreateKClass(jClass: JsClass<T>): KClass<T> { /* */
    if (jClass === js("String")) return PrimitiveClasses.stringClass

    val metadata = jClass.asDynamic().$metadata$
    return if (metadata != null) {
        if (metadata.$kClass$ == null) {
            val kClass = SimpleKClassImpl(jClass)
            metadata.$kClass$ = kClass
            kClass
        } else {
            metadata.$kClass$
        }
    } else {
        SimpleKClassImpl(jClass)
    }
}

fun getKClassFromExpression(e: T): KClass<T> = getOrCreateKClass(jClass)

private val jClassToString = js("Object").getPrototypeOf(js("Object")).toString().split(/


String builder are treated as single characters. * Therefore, the order of the high-low surrogates is never reversed. * Note that the reverse operation may produce new surrogate pairs that were unpaired low-surrogates and high-surrogates before the operation. * For example, reversing `"\uDC00\uD800"` produces `"\uD800\uDC00"` which is a valid surrogate pair. * Actual function reverse(): StringBuilder `{ var reversed = new StringBuilder(); while (index >= 0) { val low = string[index--]; if (low.isLowSurrogate() && index >= 0) { val high = string[index--]; reversed += high + low; } else { reversed = reversed + high + low; } } return this; }` * Append the string representation of the specified object [value] to this string builder and returns this instance. * The overall effect is exactly as if the [value] were converted to a string by the `value.toString()` method, and then that string was appended to this string builder. * Actual function append(value: Any?): StringBuilder `{ string += value.toString(); return this; }` * Append the string representation of the specified boolean [value] to this string builder and returns this instance. * The overall effect is exactly as if the [value] were converted to a string by the `value.toString()` method, and then that string was appended to this string builder. * Actual function appendappend(value: Boolean): StringBuilder `{ string += value.toString(); return this; }` * Append characters in the specified character array [value] to this string builder and returns this instance. * Characters are appended in order, starting at the index 0. * Actual function appendappend(value: CharArray): StringBuilder `{ string += value.concatToString(); return this; }` * Appends the specified string [value] to this string builder and returns this instance. * Actual function appendappend(value: String): StringBuilder `{ string += value; return this; }` * Appends the string representation of the specified object [value] to this string builder and returns this instance. * Actual function appendappend(value: Any?): StringBuilder `{ string += value.toString(); return this; }` * Appends the string representation of the specified boolean [value] to this string builder and returns this instance. * Actual function appendappendappend(value: Any?): StringBuilder `{ string += value.toString(); return this; }` * Actual function appendappendappendappend(value: Any?): StringBuilder `{ string += value.toString(); return this; }` * Actual function appendappendappendappendappend(value: Any?): StringBuilder `{ string += value.toString(); return this; }` * Actual function appendappendappendappendappendappend(value: Any?): StringBuilder `{ string += value.toString(); return this; }`
Int {\n  if (string.isEmpty() &\& startIndex < 0) return -1 \n  return this.string.asDynamic().lastIndexOf(string, startIndex)\n}\n/**\n * Inserts the string representation of the specified boolean [value] into this string builder at the specified [index] and returns this instance. \n * The overall effect is exactly as if the [value] were converted to a string by the `\n  * @throws IndexOutOfBoundsException if [index] is less than zero or greater than the length of this string builder.\n*\n  * SinceKotlin("1.3")\n  * ExperimentalStdlibApi\nactual fun insert(index: Int, value: Boolean): StringBuilder {\n    AbstractList.checkPositionIndex(index, length)\n    string = string.substring(0, index) + value.toString() + string.substring(index)\n    return this\n}\n/**\n * Inserts characters in the specified character array [value] into this string builder at the specified [index] and returns this instance.\n * The inserted characters go in same order as in the [value] character array, starting at [index].\n*\n  * SinceKotlin("1.3")\n  * ExperimentalStdlibApi\nactual fun insert(index: Int, value: Char): StringBuilder {\n    AbstractList.checkPositionIndex(index, length)\n    string = string.substring(0, index) + value + string.substring(index)\n    return this\n}\n/**\n * Inserts characters in the specified character sequence [value] into this string builder at the specified [index] and returns this instance.\n * The inserted characters go in same order as in the [value] character sequence, starting at [index].\n*\n  * SinceKotlin("1.3")\n  * ExperimentalStdlibApi\nactual fun insert(index: Int, value: CharSequence?): StringBuilder {\n    AbstractList.checkPositionIndex(index, length)\n    string = string.substring(0, index) + value.concatToString() + string.substring(index)\n    return this\n}\n/**\n * Inserts characters in the specified character array [value] into this string builder at the specified [index] and returns this instance.\n * The inserted characters go in same order as in the [value] character array, starting at [index].\n*\n  * SinceKotlin("1.3")\n  * ExperimentalStdlibApi\nactual fun insert(index: Int, value: CharArray): StringBuilder {\n    AbstractList.checkPositionIndex(index, length)\n    string = string.substring(0, index) + value + string.substring(index)\n    return this\n}\n/**\n * Inserts the specified boolean [value] into this string builder at the specified [index] and returns this instance. \n * The overall effect is exactly as if the [value] were converted to a string by the `\n  * @throws IndexOutOfBoundsException if [index] is less than zero or greater than the length of this string builder.\n*\n  * SinceKotlin("1.3")\n  * ExperimentalStdlibApi\nactual fun insert(index: Int, value: Any?): StringBuilder {\n    AbstractList.checkPositionIndex(index, length)\n    string = string.substring(0, index) + value.toString() + string.substring(index)\n    return this\n}\n/**\n * Inserts characters in the specified character sequence [value] into this string builder at the specified [index] and returns this instance.\n * The inserted characters go in same order as in the [value] character sequence, starting at [index].\n*\n  * SinceKotlin("1.3")\n  * ExperimentalStdlibApi\nactual fun insert(index: Int, value: String): StringBuilder {\n    AbstractList.checkPositionIndex(index, length)\n    string = string.substring(0, index) + value + string.substring(index)\n    return this\n}\n/**\n * Inserts characters in the specified character array [value] into this string builder at the specified [index] and returns this instance.\n * The inserted characters go in same order as in the [value] character array, starting at [index].\n*\n  * SinceKotlin("1.3")\n  * ExperimentalStdlibApi\nactual fun insert(index: Int, value: Char): StringBuilder {\n    AbstractList.checkPositionIndex(index, length)\n    string = string.substring(0, index) + value + string.substring(index)\n    return this\n}\n/**\n * Inserts characters in the specified character sequence [value] into this string builder at the specified [index] and returns this instance.\n * The inserted characters go in same order as in the [value] character sequence, starting at [index].\n*\n  * SinceKotlin("1.3")\n  * ExperimentalStdlibApi\nactual fun insert(index: Int, value: CharSequence?): StringBuilder {\n    AbstractList.checkPositionIndex(index, length)\n    string = string.substring(0, index) + value.concatToString() + string.substring(index)\n    return this\n}\n/**\n * Inserts characters in the specified character array [value] into this string builder at the specified [index] and returns this instance.\n * The inserted characters go in same order as in the [value] character array, starting at [index].\n*\n  * SinceKotlin("1.3")\n  * ExperimentalStdlibApi\nactual fun insert(index: Int, value: CharArray): StringBuilder {\n    AbstractList.checkPositionIndex(index, length)\n    string = string.substring(0, index) + value + string.substring(index)\n    return this\n}\n/**\n * Inserts the specified boolean [value] into this string builder at the specified [index] and returns this instance. \n * The overall effect is exactly as if the [value] were converted to a string by the `\n  * @throws IndexOutOfBoundsException if [index] is less than zero or greater than the length of this string builder.\n*\n  * SinceKotlin("1.3")\n  * ExperimentalStdlibApi\nactual fun insert(index: Int, value: Any?): StringBuilder {\n    AbstractList.checkPositionIndex(index, length)\n    string = string.substring(0, index) + value.toString() + string.substring(index)\n    return this\n}\n/**\n * Inserts characters in the specified character sequence [value] into this string builder at the specified [index] and returns this instance.\n * The inserted characters go in same order as in the [value] character sequence, starting at [index].\n*\n  * SinceKotlin("1.3")\n  * ExperimentalStdlibApi\nactual fun insert(index: Int, value: String): StringBuilder {\n    AbstractList.checkPositionIndex(index, length)\n    string = string.substring(0, index) + value + string.substring(index)\n    return this\n}
Returns a new [String] that contains characters in this string builder at [startIndex] (inclusive) and up to the [length] (exclusive).

@throws IndexOutOfBoundsException if [startIndex] is less than zero or greater than the length of this string builder.

@SinceKotlin("1.3")
@ExperimentalStdlibApi
actual fun substring(startIndex: Int): String {
    AbstractList.checkPositionIndex(startIndex, length)
    return string.substring(startIndex)
}

Returns a new [String] that contains characters in this string builder at [startIndex] (inclusive) and up to the [endIndex] (exclusive).

@throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this string builder indices or when `startIndex > endIndex`.

@SinceKotlin("1.3")
@ExperimentalStdlibApi
actual fun substring(startIndex: Int, endIndex: Int): String {
    AbstractList.checkBoundsIndexes(startIndex, endIndex, length)
    return string.substring(startIndex, endIndex)
}

Attempts to reduce storage used for this string builder.

If the backing storage of this string builder is larger than necessary to hold its current contents, then it may be resized to become more space efficient.

Calling this method may, but is not required to, affect the value of the [capacity] property.

In Kotlin/JS implementation of StringBuilder the size of the backing storage is always equal to the length of the string builder.

@SinceKotlin("1.3")
@ExperimentalStdlibApi
actual fun trimToSize() {
    if (this.asDynamic()._capacity !== undefined) {
        this.asDynamic()._capacity = length
    }
}

Clears the content of this string builder making it empty and returns this instance.

@SinceKotlin("1.3")
@ExperimentalStdlibApi
public fun clear(): StringBuilder {
    string = ""
    return this
}

Sets the character at the specified [index] to the specified [value].

@throws IndexOutOfBoundsException if [index] is out of bounds of this string builder.

@SinceKotlin("1.3")
@ExperimentalStdlibApi
public operator fun set(index: Int, value: Char) {
    AbstractList.checkElementIndex(index, length)
    string = string.substring(0, index) + value + string.substring(index + 1)
}

Replaces characters in the specified range of this string builder with characters in the specified string [value] and returns this instance.

Sets the character at the specified [index] to the specified [value] and returns this instance.

@SinceKotlin("1.3")
@ExperimentalStdlibApi
public fun setRange(startIndex: Int, endIndex: Int, value: String): StringBuilder {
    checkReplaceRange(startIndex, endIndex, length)
    this.string = this.string.substring(0, startIndex) + value + this.string.substring(endIndex)
    return this
}

Sets the character at the specified [index] to the specified [value] and returns this instance.

@SinceKotlin("1.3")
@ExperimentalStdlibApi
public fun deleteAt(index: Int): StringBuilder {
    AbstractList.checkElementIndex(index, length)
    string = string.substring(0, index) + string.substring(index + 1)
    return this
}

Removes characters in the specified range from this string builder and returns this instance.

@SinceKotlin("1.3")
@ExperimentalStdlibApi
public fun deleteRange(startIndex: Int, endIndex: Int): StringBuilder {
    checkReplaceRange(startIndex, endIndex, length)
    string = string.substring(0, startIndex) + string.substring(endIndex)
    return this
}

Copies characters
from this string builder into the [destination] character array.\n *\n * @param destination the array to copy to.\n *\n * @param destinationOffset the position in the array to copy to, 0 by default.\n *\n * @param startIndex the beginning (inclusive) of the range to copy, 0 by default.\n *\n * @param endIndex the end (exclusive) of the range to copy, length of this string builder by default.\n *\n * @throws IndexOutOfBoundsException or [IllegalArgumentOutOfRangeException] when [startIndex] or [endIndex] is out of range of this string builder indices or when `startIndex > endIndex`.\n *\n * @throws IndexOutOfBoundsException when the subrange doesn't fit into the [destination] array starting at the specified [destinationOffset].\n *\n * or when that index is out of the [destination] array indices range.\n *\n * @SinceKotlin("1.3")\n *\n * @ExperimentalStdlibApi\n *\n * @throws IndexOutOfBoundsException or [IllegalArgumentOutOfRangeException] when [startIndex] or [endIndex] is out of range of the [destination] array indices range.\n *\n * @SinceKotlin("1.3")\n *\n * @ExperimentalStdlibApi\n *\n * @SuppressWarnings("unchecked")\n *\n *\n *\n * public fun toCharArray(destination: CharArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = this.length) {\n *\n *\n *\n *\n *\n *\n *\n *\n *\n *\n *\n *\n *\n *\n *\n *\n *\n *\n *\n *\n *\n *\n *\n *\n *\n *\n *\n *\n *\n *\n *\n *\n
}
indices or when `startIndex > endIndex`.

* @throws IndexOutOfBoundsException if [index] is less than zero or
greater than the length of this string builder.

* @SinceKotlin("1.3")
* @ExperimentalStdlibApi

class StringBuilder

    public fun insertRange(index: Int, value: CharSequence?, startIndex: Int, endIndex: Int): StringBuilder {
        AbstractList.checkPositionIndex(index, length) val stringCsq = value.toString()
        AbstractList.checkBoundsIndexes(startIndex, endIndex, stringCsq.length) string = string.substring(0, index) + stringCsq.substring(startIndex, endIndex) + string.substring(index) return this
    }

/**
 * Clears
 * the content of this string builder making it empty and returns this instance.
 *
 * @sample samples.text.Strings.clearStringBuilder
 *
 * @SinceKotlin("1.3")
 * @Suppress("EXTENSION_SHADOWED_BY_MEMBER", "NOTHING_TO_INLINE")
 * public actual inline fun StringBuilder.clear(): StringBuilder = this.clear()
 *
 * @SinceKotlin("1.3")
 * @ExperimentalStdlibApi
 * @Suppress("EXTENSION_SHADOWED_BY_MEMBER", "NOTHING_TO_INLINE")
 * public actual inline operator fun StringBuilder.set(index: Int, value: Char) =
 * this.set(index, value)
 *
 * @SinceKotlin("1.3")
 * @ExperimentalStdlibApi
 * @Suppress("EXTENSION_SHADOWED_BY_MEMBER", "NOTHING_TO_INLINE")
 * public actual inline fun StringBuilder.setRange(startIndex: Int, endIndex: Int,
 * value: String): StringBuilder =
 * this.setRange(startIndex, endIndex, value)
 *
 * @SinceKotlin("1.3")
 * @ExperimentalStdlibApi
 * @Suppress("EXTENSION_SHADOWED_BY_MEMBER", "NOTHING_TO_INLINE")
 * public actual inline fun StringBuilder.deleteAt(index: Int): StringBuilder =
 * this.deleteAt(index)
 *
 * @SinceKotlin("1.3")
 * @ExperimentalStdlibApi
 * @Suppress("EXTENSION_SHADOWED_BY_MEMBER", "NOTHING_TO_INLINE")
 * public actual inline fun StringBuilder.deleteRange(startIndex: Int, endIndex: Int):
 * StringBuilder = this.deleteRange(startIndex, endIndex)
 *
 * @SinceKotlin("1.3")
 * @ExperimentalStdlibApi
 * @Suppress("EXTENSION_SHADOWED_BY_MEMBER", "NOTHING_TO_INLINE")
 * public actual inline fun StringBuilder.toCharArray(destination: CharArray, destinationOffset: Int = 0,
 * startIndex: Int = 0, endIndex: Int = this.length) =
 * this.toCharArray(destination, destinationOffset, startIndex, endIndex)
 */
from which characters are appended.

* @param startIndex the beginning (inclusive) of the subarray to append.
* @param endIndex the end (exclusive) of the subarray to append.
* @throws IndexOutOfBoundsException or [IllegalArgumentOutOfRangeException] when [startIndex] or [endIndex] is out of range of the [value] array indices or when `startIndex > endIndex`.

*/
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@Suppress("EXTENSION_SHADOWED_BY_MEMBER", "NOTHING_TO_INLINE")
public actual inline fun StringBuilder.appendRange(value: CharArray, startIndex: Int, endIndex: Int): StringBuilder =
    this.appendRange(value, startIndex, endIndex)

/**
 * Appends a subsequence of the specified character sequence [value] to this string builder and returns this instance.
* @param startIndex the beginning (inclusive) of the subsequence to append.
* @param endIndex the end (exclusive) of the subsequence to append.
* @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of the [value] array indices or when `startIndex > endIndex`.
*/
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@Suppress("EXTENSION_SHADOWED_BY_MEMBER", "NOTHING_TO_INLINE")
public actual inline fun StringBuilder.appendRange(value: CharSequence?, startIndex: Int, endIndex: Int): StringBuilder =
    this.appendRange(value, startIndex, endIndex)

/**
 * Inserts characters in a subarray of the specified character array [value] into this string builder at the specified [index] and returns this instance.
* @param index the position in this string builder to insert at.
* @param value the array from which characters are inserted.
* @param startIndex the beginning (inclusive) of the subarray to insert.
* @param endIndex the end (exclusive) of the subarray to insert.
* @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of the [value] array indices or when `startIndex > endIndex`.
* @throws IndexOutOfBoundsException if [index] is less than zero or greater than the length of this string builder.
*/
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@Suppress("EXTENSION_SHADOWED_BY_MEMBER", "NOTHING_TO_INLINE")
public actual inline fun StringBuilder.insertRange(index: Int, value: CharArray, startIndex: Int, endIndex: Int): StringBuilder =
    this.insertRange(index, value, startIndex, endIndex)

/**
 * Inserts characters in a subsequence of the specified character sequence [value] into this string builder at the specified [index] and returns this instance.
* @param index the position in this string builder to insert at.
* @param value the character sequence from which a subsequence is inserted. If [value] is `null`, then characters will be inserted as if [value] contained the four characters `\"null\"`.
* @param startIndex the beginning (inclusive) of the subsequence to insert.
* @param endIndex the end (exclusive) of the subsequence to insert.
* @throws IndexOutOfBoundsException or [IllegalArgumentOutOfRangeException] when [startIndex] or [endIndex] is out of range of the [value] character sequence indices or when `startIndex > endIndex`.
* @throws IndexOutOfBoundsException if [index] is less than zero or greater than the length of this string builder.
*/
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@Suppress("EXTENSION_SHADOWED_BY_MEMBER", "NOTHING_TO_INLINE")
public actual inline fun StringBuilder.insertRange(index: Int, value: CharSequence?, startIndex: Int, endIndex: Int): StringBuilder =
    this.insertRange(index, value, startIndex, endIndex)
'true' if this character is a Unicode high-surrogate code unit (also known as leading-surrogate code unit).

An actual fun Char.isHighSurrogate(): Boolean = this in
Char.MIN_HIGH_SURROGATE..Char.MAX_HIGH_SURROGATE

An actual fun String.toBoolean(): Boolean = toLowerCase() == "true"

An actual fun String.toDouble(): Double = (+(this.asDynamic())).unsafeCast<Double>().also {
    if (it.isNaN() && !this.isNaN() || it == 0.0 && this.isBlank())
        numberFormatError(this)
}

An actual fun String.toFloat(): Float = toDouble().unsafeCast<Float>().also {
    if (it.isNaN() && !this.isNaN() || it == 0.0 && this.isBlank())
        numberFormatError(this)
}

An actual fun String.toDoubleOrNull(): Double? = (+(this.asDynamic())).unsafeCast<Double>().takeIf {
    !(it.isNaN() && !this.isNaN() || it == 0.0 && this.isBlank())
}

An actual fun String.toFloatOrNull(): Float? = toDoubleOrNull().unsafeCast<Float?>()
radix for number to string conversion. */
@SinceKotlin("1.2")
@kotlin.internal.InlineOnly
public actual inline fun Short.toString(radix: Int): String = this.toDouble().toString(radix)/**
 * Returns a string representation of the specified 
 * number with the smallest number of digits consistent with
 * the specified radix. */
@SinceKotlin("1.2")
@kotlin.internal.InlineOnly
public actual fun Int.toString(radix: Int): String = asDynamic().toString(checkRadix(radix))

private fun String.isNaN(): Boolean = when (this.toLowerCase()) {
    "nan", "+nan", "-nan" -> true
    else -> false
}

/**
 * Checks whether the given [radix] is valid radix for
 * string to number and number to string conversion.
 */
@PublishedApi
internal actual fun checkRadix(radix: Int): Int {
    if (radix !in 2..36) {
        throw IllegalArgumentException("radix $radix was not in valid range 2..36")
    }
    return radix
}

internal actual fun digitOf(char: Char, radix: Int): Int = when {
    char >= '0' && char <= '9' -> char - '0'
    char >= 'A' && char <= 'Z' -> (char - 'A') + 10
    char >= 'a' && char <= 'z' -> (char - 'a') + 10
    else -> -1
}.let { if (it >= radix) -1 else it }

package kotlin.text

import kotlin.js.RegExp

/**
 * Provides enumeration values to use to set regular expression options.
 */
public actual enum class RegexOption(val value: String) {
    /** Enables case-insensitive matching. */
    IGNORE_CASE("i"),
    /** Enables multiline mode. */
    MULTILINE("m")
}

/**
 * Represents the results from a single capturing group within a `[MatchResult]` of `[Regex]`.  
 * @param value The value of captured group.
 */
public actual data class MatchGroup(actual val value: String)

/**
 * Represents a compiled regular expression.
 * Provides functions to match strings in text with a pattern, replace the found occurrences and
 * split text around matches. */
public actual class Regex actual constructor(pattern: String, options: Set<RegexOption>) {

    constructor(pattern: String, option: RegexOption) : this(pattern, setOf(option))

    constructor(pattern: String) : this(pattern, emptySet())

    /** The pattern string of this regular expression. */
    val pattern: String
    /** The set of options that were used to create this regular expression. */
    val options: Set<RegexOption> = options.toSet()
    private val nativePattern: RegExp = RegExp(pattern, options.map
    )

    /** Indicates whether the regular expression matches the 
     * entire [input]. */
    infix fun matches(input: CharSequence): Boolean {
        nativePattern.reset()
        val match = nativePattern.exec(input.toString())
        return match != null && match.index == 0 &&
        nativePattern.lastIndex == input.length
    }

    /** Indicates whether the regular expression can find at least one 
     * match in the specified [input]. */
    fun containsMatchIn(input: CharSequence): Boolean {
        nativePattern.reset()
        return nativePattern.test(input.toString())
    }

    /** Returns a sequence of all occurrences of a regular expression within the 
     * specified [input]. */
    fun findAll(input: CharSequence, startIndex: Int = 0): Sequence<MatchResult> =
        generateSequence({ find(input, startIndex) },
        { match -> match.next() })

    /** Attempts to match the entire [input] `CharSequence` against the pattern. */
    @Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
    actual fun find(input: CharSequence, startIndexOf: Int = 0): MatchResult? = nativePattern
        .findNext(input.toString(), startIndex)

    /** Returns the first match of a regular expression in the [input], beginning at the specified 
     * [startIndex]. */
    @Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
    fun findFirstMatch(input: CharSequence, startIndex: Int = 0): MatchResult? = nativePattern
        .findNext(input.toString(), startIndex)

    /** Returns the number of captures in this [MatchResult]. */
    fun getCaptureCount(): Int

public actual fun matchEntire(input: CharSequence): MatchResult? {
        if (pattern.startsWith("^") &&
            pattern.endsWith("$"))
            return find(input)
        else
            return Regex("^${pattern.trimStart('^').trimEnd('$')}$", options).find(input)
    }

    /**
     * Replaces all occurrences of this regular expression in the specified [input] string with specified [replacement] expression.
     */
    public actual fun matchEntire(input: CharSequence): MatchResult? {
        if (pattern.startsWith('^') &&
            pattern.endsWith('$'))
            return find(input)
        else
            return Regex("^${pattern.trimStart('^').trimEnd('$')}$", options).find(input)
    }

    /**
     * @return An instance of [MatchResult] if the entire input matches or `null` otherwise.
     */
    public
    actual fun matchEntire(input: CharSequence): MatchResult? {
        if (pattern.startsWith('^') &&
            pattern.endsWith('$'))
            return find(input)
        else
            return Regex("^${pattern.trimStart('^').trimEnd('$')}$", options).find(input)
    }

    /**
     * @param replacement A replacement expression that can include substitutions. See
     */
    public
    actual fun replace(input: CharSequence, replacement: String): String = input.toString().nativeReplace(nativePattern, replacement)

    /**
     * @param transform A function that takes [MatchResult] and returns a string to be used as a replacement for that match.
     */
    public
    actual fun replace(input: CharSequence, transform: (MatchResult) -> CharSequence): String {
        var match = find(input)
        if (match == null) return
        val lastStart = 0
        val length = input.length
        val sb = StringBuilder(length)
        do {
            val foundMatch = match!!
            sb.append(input, lastStart, foundMatch.range.start)
            sb.append(transform(foundMatch))
            lastStart = foundMatch.range.endInclusive + 1
            match = foundMatch.next()
        } while (lastStart < length && match != null)
        sb.append(input, lastStart, length)
        return sb.toString()
    }

    /**
     * @param replacement A replacement expression that can include substitutions. See
     */
    public
    actual fun replaceFirst(input: CharSequence, replacement: String): String {
        val nonGlobalOptions = options.map { it.value }.joinToString(separator = "")
        return input.toString().nativeReplace(RegExp(pattern, nonGlobalOptions), replacement)
    }

    /**
     * Splits the [input] CharSequence around matches of this regular expression.
     * @param limit Non-negative value specifying the maximum number of substrings the string can be split to.
     */
    @Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
    public
    actual fun split(input: CharSequence, limit: Int = 0): List<String> {
        require(limit >= 0) { "Limit must be non-negative, but was $limit" }
        val matches = findAll(input).let { if (limit == 0) it else it.take(limit - 1) }
        val result = mutableListOf<String>()
        var lastStart = 0
        for (match in matches) {
            result.add(input.subSequence(lastStart, match.range.start).toString())
            lastStart = match.range.endInclusive + 1
        }
        result.add(input.subSequence(lastStart, input.length).toString())
        return result
    }

    /**
     * Returns the string representation of this regular expression, namely the [pattern] of this regular expression.
     */
    public
    override fun toString(): String = nativePattern.toString()
public fun Regex_0(pattern: String, option: RegexOption): Regex = Regex(pattern, setOf(option))

/** Creates a regular expression from the specified [pattern] string and the default options. */
@Deprecated("Provided for binary compatibility", level = DeprecationLevel.HIDDEN)
@JsName("Regex_sb3q2\$\")
public fun Regex_1(pattern: String): Regex = Regex(pattern, emptySet())


private fun RegExp.findNext(input: String, from: Int): MatchResult? {
    this.lastIndex = from
    val match = exec(input)
    if (match == null) return null
    val range = match.index..lastIndex - 1

    return object : MatchResult {
        override val range: IntRange = range
        override val value: String
            get() = match[0]!!

        override val groups: MatchGroupCollection = object : MatchGroupCollection, AbstractCollection<MatchGroup?>() {
            override val size: Int get() = match.length
            override fun iterator(): Iterator<MatchGroup?> = indices.asSequence().map { this[it] }.iterator()
            override fun get(index: Int): MatchGroup? = match[index]!!.let { MatchGroup(it) }
        }

        private var groupValues_: List<String>? = null

        override val groupValues: List<String>
            get() {
                if (groupValues_ == null) {
                    groupValues_ = object : AbstractList<String>() {
                        override val size: Int get() = match.length
                        override fun get(index: Int): String = match[index] ?: ""
                    }
                }
                return groupValues_!!
            }

        override fun next(): MatchResult? = this@findNext.findNext(input, if (range.isEmpty()) range.start + 1 else range.endInclusive + 1)
    }
}

package kotlin.text

import kotlin.js.RegExp

@kotlin.internal.InlineOnly
internal actual inline fun String.nativeIndexOf(ch: Char, fromIndex: Int): Int = nativeIndexOf(ch.toString(), fromIndex)

@kotlin.internal.InlineOnly
internal actual inline fun String.nativeLastIndexOf(ch: Char, fromIndex: Int): Int = nativeLastIndexOf(ch.toString(), fromIndex)

/**
 * Returns `true` if this string starts with the specified prefix.
 */
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual fun String.startsWith(prefix: String, ignoreCase: Boolean = false): Boolean {
    if (!ignoreCase)
        return nativeStartsWith(prefix, 0)
    else
        return regionMatches(0, prefix, 0, prefix.length, ignoreCase)
}

/**
 * Returns `true` if a substring of this string starting at the specified offset [startIndex] starts with the specified prefix.
 */
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual fun String.startsWith(prefix: String, startIndex: Int, ignoreCase: Boolean = false): Boolean {
    if (!ignoreCase)
        return nativeStartsWith(prefix, startIndex)
    else
        return regionMatches(startIndex, prefix, 0, prefix.length, ignoreCase)
}

/**
 * Returns `true` if this string ends with the specified suffix.
 */
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual fun String.endsWith(suffix: String, ignoreCase: Boolean = false): Boolean {
    if (!ignoreCase)
        return nativeEndsWith(suffix)
    else
        return regionMatches(length - suffix.length, suffix, 0, suffix.length, ignoreCase)
}

/**
 * Returns `true` if a substring of this string starting at the specified offset [startIndex] ends with the specified suffix.
 */
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual fun String.endsWith(suffix: String, startIndex: Int, ignoreCase: Boolean = false): Boolean {
    if (!ignoreCase)
        return nativeEndsWith(suffix, startIndex)
    else
        return regionMatches(startIndex, length - suffix.length, suffix, 0, suffix.length, ignoreCase)
}

/**
 * Returns a copy of this string having its first letter uppercased, or the original string, if it's empty or already starts with an upper case letter.
 */
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual fun String.capitalize(): String {
    return if (isNotEmpty()) substring(0, 1).toUpperCase() + substring(1) else this
}

/**
 * Returns a copy of this string having its first letter lowercased, or the original string, if it's
empty or already starts with a lower case letter.

@sample samples.text.Strings.decapitalize
*/
public

actual fun String.decapitalize(): String {
    return if (isNotEmpty()) substring(0, 1).toLowerCase() + substring(1)
    else this.toString()
    else -> {"\n    var result = "\n    if (isNullOrEmpty()) {\n        \n    } else {
        \n    }
    return result
    }
}

/**
 * Returns a string containing this char sequence repeated [n] times.
 */
public

actual fun CharSequence.repeat(n: Int): String {
    require(n >= 0) { "Count 'n' must be non-negative, but was $n." }
    return when (n) {
        0 -> ""
        1 -> this.toString()
        else -> {
            var result = ""
            var count = n
            while (true) {
                if ((count and 1) == 1) {
                    result += s
                }
                count = count ushr 1
                if (count == 0) {
                    break\n                }
            }
            result
        }
    }
}

@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public

actual fun String.replace(oldValue: String, newValue: String, ignoreCase: Boolean = false): String =

nativeReplace(RegExp(Regex.escape(oldValue), if (ignoreCase) "gi" else "g"),

Regex.escapeReplacement(newValue))

@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public

actual fun String.replace(oldChar: Char, newChar: Char, ignoreCase: Boolean = false): String =

nativeReplace(RegExp(Regex.escape(oldChar.toString()), if (ignoreCase) "i" else ""),

newChar.toString())

@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public

actual fun String.replaceFirst(oldValue: String, newValue: String, ignoreCase: Boolean = false): String =

nativeReplace(RegExp(Regex.escape(oldValue), if (ignoreCase) "i" else ""),

Regex.escapeReplacement(newValue))

@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public

actual fun String.replaceFirst(oldChar: Char, newChar: Char, ignoreCase: Boolean = false): String =

nativeReplace(RegExp(Regex.escape(oldChar.toString()), if (ignoreCase) "i" else ""),

newChar.toString())

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license/LICENSE.txt file.\n
** Returns the negative [size] if [throwOnMalformed] is false, throws [CharacterCodingException] otherwise.

*\n*package kotlin.text

/**
 * Returns code point corresponding to UTF-16 surrogate pair,[\n * where the first of the pair is the [high] and the second is in the [string] at the [index].\n * Returns zero if the pair is malformed and [throwOnMalformed] is false.\n * @throws CharacterCodingException if the pair is malformed and [throwOnMalformed] is true.\n *\n */
private fun codePointFromSurrogate(string: String, high: Int, index: Int, endIndex: Int, throwOnMalformed: Boolean): Int {
    if (high !in 0xD800..0xDBFF || index >= endIndex) {
        return malformed(0, index, throwOnMalformed)
    }
    val low = string[index].toInt()
    if (low !in 0xDC00..0xDFFF) {
        return malformed(0, index, throwOnMalformed)
    }
    return 0x10000 + ((high and 0x3FF) shl 10) or (low and 0x3FF)
}

/**
 * Returns code point corresponding to UTF-8 sequence of two bytes,[\n * where the first byte of the sequence is the [byte1] and the second byte is in the [bytes] array at the [index].\n * Returns zero if the sequence is malformed and [throwOnMalformed] is false.\n * @throws CharacterCodingException if the sequence of two bytes is malformed and [throwOnMalformed] is true.\n *\n */
private fun codePointFrom2(bytes: ByteArray, byte1: Int, index: Int, endIndex: Int, throwOnMalformed: Boolean): Int {
    if (index >= endIndex) {
        return malformed(0, index, throwOnMalformed)
    }
    val low = string[index].toInt() if (low < 0xD800 || 0xDFFF) {
        return malformed(0, index, throwOnMalformed)
    }
    if (byte1 !in 0x00..0xFF) {
        return malformed(0, index, throwOnMalformed)
    }
    return (byte1 shl 6) xor byte2 xor 0xF800
}

/**
 * Returns code point corresponding to UTF-8 sequence of three bytes,[\n * where the first byte of the sequence is the [byte1] and the others are in the [bytes] array starting from the [index].\n * Returns a non-positive value indicating number of bytes from [bytes] included in malformed sequence\n * if the sequence is malformed and [throwOnMalformed] is false.\n * @throws CharacterCodingException if the sequence of three bytes is malformed and [throwOnMalformed] is true.\n *\n */
private fun codePointFrom3(bytes: ByteArray, byte1: Int, index: Int, endIndex: Int, throwOnMalformed: Boolean): Int {
    if (index >= endIndex) {
        return malformed(0, index, throwOnMalformed)
    }
throwOnMalformed) {\n    val byte2 = bytes[index].toInt()\n    if (byte1 and 0xF == 0) {\n        if (byte2 and 0xE0 != 0x80) {\n            return malformed(0, index, throwOnMalformed)\n        } else if (byte1 and 0xF == 0xD) {\n            return malformed(0, index, throwOnMalformed)\n        } \n    } else if (byte2 and 0xC0 != 0x80) {\n        return malformed(0, index, throwOnMalformed)\n    } \n    byte3 = bytes[index + 1].toInt()\n    if (byte3 and 0xC0 != 0x80) {\n        return malformed(1, index, throwOnMalformed)\n    } \n    if (index + 1 == endIndex) {\n        return malformed(1, index, throwOnMalformed)\n    } \n    byte4 = bytes[index + 2].toInt()\n    if (byte4 and 0xC0 != 0x80) {\n        return malformed(2, index, throwOnMalformed)\n    } \n    if (index + 2 == endIndex) {\n        return malformed(2, index, throwOnMalformed)\n    } \n    return (byte1 shl 12) xor (byte2 shl 6) xor byte3 xor byte4 xor -0x1E080
}

/**\n * Returns code point corresponding to UTF-8 sequence of four bytes,\n * where the first byte\n * of the sequence is the [byte1] and the others are in the [bytes] array starting from the [index].\n * Returns a non-\n * positive value indicating number of bytes from [bytes] included in malformed sequence if the sequence is\n * malformed and [throwOnMalformed] is false.\n * @param byte1 the first byte\n * @param bytes the array of bytes\n * @param index the start index\n * @param endIndex the end index\n * @param throwOnMalformed whether to throw on malformed\n * \n * @throws CharacterCodingException if the sequence of four\n * bytes is malformed and [throwOnMalformed] is true.\n * @private\n */\nprivate fun codePointFrom4(bytes: ByteArray, byte1: Int, index: Int, endIndex: Int, throwOnMalformed: Boolean): Int {
    if (index >= endIndex) {\n        malformed(0, index, throwOnMalformed)\n    } \n    byte2 = bytes[index].toInt()\n    if (byte1 and 0xF == 0x0) {\n        if (byte2 and 0xF0 <= 0x80) {\n            return malformed(0, index, throwOnMalformed)\n        } else if (byte1 and 0xF == 0x4) {\n            return malformed(0, index, throwOnMalformed)\n        } \n    } \n    byte3 = bytes[index + 1].toInt()\n    if (byte3 and 0xC0 != 0x80) {\n        return malformed(1, index, throwOnMalformed)\n    } \n    if (index + 1 == endIndex) {\n        return malformed(1, index, throwOnMalformed)\n    } \n    byte4 = bytes[index + 2].toInt()\n    if (byte4 and 0xC0 != 0x80) {\n        return malformed(2, index, throwOnMalformed)\n    } \n    if (index + 2 == endIndex) {\n        return malformed(2, index, throwOnMalformed)\n    } \n    return (byte1 shl 18) xor (byte2 shl 12) xor (byte3 shl 6) xor byte4 xor -0x381F80\n}

/**\n * The byte sequence a malformed UTF-16 char sequence is\n * replaced by.\n */\nprivate val REPLACEMENT_BYTE_SEQUENCE: ByteArray = byteArrayOf(0xEF.toByte(), 0xBF.toByte(), 0xBD.toByte())

/**\n * Encodes the \[string\] using UTF-8 and returns the resulting \[ByteArray\].\n * @param string the string to encode.\n * @param startIndex the start offset (inclusive) of the substring to\n * encode.\n * @param endIndex the end offset (exclusive) of the substring to encode.\n * @param throwOnMalformed whether to throw on malformed char sequence or replace by the\n * \[REPLACEMENT_BYTE_SEQUENCE\].\n * @throws CharacterCodingException if the char sequence is\n * malformed and [throwOnMalformed] is true.\n * @internal\n */\ninternal fun encodeUtf8(string: String, startIndex: Int, endIndex: Int, throwOnMalformed: Boolean): ByteArray {
    require(startIndex >= 0 && endIndex <= string.length && startIndex <= endIndex)\n    \n    val bytes = ByteArray((endIndex - startIndex) * MAX_BYTES_PER_CHAR)
    var byteIndex = 0
    var charIndex = startIndex
    \n    while (charIndex < endIndex) {
        val code = string[charIndex++].toInt()\n        when {\n            code < 0x80 ->\n                bytes[byteIndex++] = code.toByte()\n                code < 0x800 ->\n                    bytes[byteIndex++] = ((code shr 6) or 0x80).toByte()\n                    code < 0xD800 ->\n                        bytes[byteIndex++] = ((code and 0x3F) or 0x80).toByte()\n                        code >= 0xE000 ->\n                            bytes[byteIndex++] = ((code shr 12) or 0x80).toByte()\n                            code < 0xD800 \n                                || code >= 0xEO00 \n                                    ->\n                                    \n        } else { // Surrogate char value\n            val charCodePoint = codePointFromSurrogate(string, code, charIndex, endIndex, throwOnMalformed)\n            if (codePoint <= 0) {\n                bytes[byteIndex++] = REPLACEMENT_BYTE_SEQUENCE[0]\n            } else {\n                bytes[byteIndex++] = (code and 0x3F) or 0x80).toByte()\n                code < 0x800 \n                    ->\n                    bytes[byteIndex++] = ((code shr 6) or 0x80).toByte()\n                    code < 0xD800 \n                        ->\n                        bytes[byteIndex++] = ((code and 0x3F) or 0x80).toByte()\n                        code >= 0xE000 \n                            ->\n                            bytes[byteIndex++] = ((code shr 12) or 0x80).toByte()\n                            code < 0xD800 \n                                || code >= 0xEO00 \n                                    ->\n                                    \n            }\n        }\n    }\n    \n    return bytes
REPLACEMENT_BYTE_SEQUENCE[1]
bytes[byteIndex++] =
REPLACEMENT_BYTE_SEQUENCE[2]
} else { 
bytes[byteIndex++] = ((codePoint shr 18) or 0x00).toByte()
bytes[byteIndex++] = ((codePoint shr 12) and 0xFF).toByte()
bytes[byteIndex++] = ((codePoint and 0x0F) or 0x80).toByte()
return if (bytes.size == byteIndex) bytes else bytes.copyOf(bytesIndex)
}

/**
 * The character a malformed
UTF-8 byte sequence is replaced by.
 */
private const val REPLACEMENT_CHAR = '\uFFFD'

/**
 * Decodes the UTF-8 [bytes] array and returns the resulting 
[String].
 *
 * @param bytes the byte array to decode.
 * @param startIndex the start offset (inclusive) of the array to be decoded.
 * @param endIndex the end offset (exclusive) of the array to be encoded.
 * @param startIndex the start offset (inclusive) of the array to be decoded.
 * @param endIndex the end offset (exclusive) of the array to be encoded.
 */
internal fun decodeUtf8(bytes: ByteArray,
startIndex: Int, endIndex: Int, throwOnMalformed: Boolean): String {
    require(startIndex >= 0 && endIndex <= bytes.size && startIndex <= endIndex)
    var byteIndex = startIndex
    val stringBuilder = StringBuilder()
    while (byteIndex < endIndex) {
        val byte = bytes[byteIndex++].toInt()
        when {
            byte >= 0 ->
            stringBuilder.append(byte.toChar())
            byte shr 5 == -2 -> {
                val code = codePointFrom2(bytes, byte, byteIndex, endIndex, throwOnMalformed)
                if (code <= 0) {
                    stringBuilder.append(REPLACEMENT_CHAR)
                    byteIndex += -code
                } else {
                    stringBuilder.append(code.toChar())
                    byteIndex += 1
                }
            }
        }
    }
    return stringBuilder.toString()
}

/*
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 */

package kotlin.time

@SinceKotlin("1.3")
@ExperimentalTime
public actual enum class DurationUnit(internal val scale: Double) {
    /**
     * Time unit representing one nanosecond, which is 1/1000 of a microsecond.
     */
    NANOSECONDS(1e0),
    /**
     * Time unit representing one microsecond, which is 1/1000 of a millisecond.
     */
    MICROSECONDS(1e3),
    /**
     * Time unit representing one millisecond, which is 1/1000 of a second.
     */
    MILLISECONDS(1e6),
    /**
     * Time unit representing one second.
     */
    SECONDS(1e9),
    /**
     * Time unit representing one millisecond, which is 1/1000 of a second.
     */
    MILLISECONDS(1e3),
    /**
     * Time unit representing one minute, which is 1/60 of an hour.
     */
    MINUTES(60e9),
    /**
     * Time unit representing one hour, which is 24 hours.
     */
    HOURS(3600e9),
    /**
     * Time unit representing one day, which is 24 hours.
     */
    DAYS(86400e9),
}

@SinceKotlin("1.3")
@ExperimentalTime
internal actual fun convertDurationUnit(value: Double, sourceUnit: DurationUnit, targetUnit: DurationUnit): Double {
    val sourceCompareTarget = sourceUnit.scale.compareTo(targetUnit.scale)
    return when {
        sourceCompareTarget > 0 -> value * (sourceUnit.scale / targetUnit.scale)
        sourceCompareTarget < 0 -> value / (targetUnit.scale / sourceUnit.scale)
        else -> value
    }
}
Boolean = js("typeof process !== 'undefined' && process.versions && !!process.versions.node")

        if (isNode)
            HrTimeSource(js("process").unsafeCast<Process>())
        else
            js("self").unsafeCast<GlobalPerformance?>()?.performance?.let(::PerformanceTimeSource)
                ?: DateNowTimeSource

    }

    override fun markNow(): TimeMark = actualSource.markNow()
}

internal external interface Process {
    fun hrtime(time: Array<Double> = definedExternally): Array<Double>
}

@SinceKotlin("1.3")
@ExperimentalTime
internal class HrTimeSource(val process: Process) : TimeSource {

    override fun markNow(): TimeMark = object : TimeMark() {
        val startedAt = process.hrtime()
        override fun elapsedNow(): Duration = (seconds.seconds + nanos.nanoseconds) / process.hrtime().

    }

    override fun toString(): String = "TimeSource(process.hrtime())"
}

@SinceKotlin("1.3")
@ExperimentalTime
internal class PerformanceTimeSource(val performance: Performance) : AbstractDoubleTimeSource(unit = DurationUnit.MILLISECONDS) {
    override fun read(): Double = performance.now()
    override fun toString(): String = "TimeSource(self.performance.now())"
}

@SinceKotlin("1.3")
@ExperimentalTime
internal object DateNowTimeSource : AbstractDoubleTimeSource(unit = DurationUnit.MILLISECONDS) {
    override fun read(): Double = kotlin.js.Date.now()
    override fun toString(): String = "TimeSource(Date.now())"
}
false */
    get() = definedExternally
    set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["alpha"] = alpha
    o["depth"] = depth
    o["stencil"] = stencil
    o["antialias"] = antialias
    o["premultipliedAlpha"] = premultipliedAlpha
    o["preserveDrawingBuffer"] = preserveDrawingBuffer
    o["preferLowPowerToHighPerformance"] = preferLowPowerToHighPerformance
    o["failIfMajorPerformanceCaveat"] = failIfMajorPerformanceCaveat
    return o
}

public abstract class WebGLObject

/**
 * Exposes the JavaScript
[WebGLBuffer](https://developer.mozilla.org/en/docs/Web/API/WebGLBuffer) to Kotlin */
public abstract class WebGLBuffer : WebGLObject

/**
 * Exposes the JavaScript
[WebGLFramebuffer](https://developer.mozilla.org/en/docs/Web/API/WebGLFramebuffer) to Kotlin */
public abstract class WebGLFramebuffer : WebGLObject

/**
 * Exposes the JavaScript
[WebGLProgram](https://developer.mozilla.org/en/docs/Web/API/WebGLProgram) to Kotlin */
public abstract class WebGLProgram : WebGLObject

/**
 * Exposes the JavaScript
[WebGLRenderbuffer](https://developer.mozilla.org/en/docs/Web/API/WebGLRenderbuffer) to Kotlin */
public abstract class WebGLRenderbuffer : WebGLObject

/**
 * Exposes the JavaScript
[WebGLShader](https://developer.mozilla.org/en/docs/Web/API/WebGLShader) to Kotlin */
public abstract class WebGLShader : WebGLObject

/**
 * Exposes the JavaScript
[WebGLTexture](https://developer.mozilla.org/en/docs/Web/API/WebGLTexture) to Kotlin */
public abstract class WebGLTexture : WebGLObject

/**
 * Exposes the JavaScript
[WebGLUniformLocation](https://developer.mozilla.org/en/docs/Web/API/WebGLUniformLocation) to Kotlin */
public abstract class WebGLUniformLocation

/**
 * Exposes the JavaScript
[WebGLActiveInfo](https://developer.mozilla.org/en/docs/Web/API/WebGLActiveInfo) to Kotlin */
public abstract class WebGLActiveInfo {
    open val size: Int
    open val type: Int
    open val name: String
}

/**
 * Exposes the JavaScript
[WebGLShaderPrecisionFormat](https://developer.mozilla.org/en/docs/Web/API/WebGLShaderPrecisionFormat) to Kotlin */
public abstract class WebGLShaderPrecisionFormat {
    open val rangeMin: Int
    open val rangeMax: Int
}

@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface WebGLRenderingContextBase {
    val canvas: HTMLCanvasElement
    val drawingBufferWidth: Int
    val drawingBufferHeight: Int
    fun getContextAttributes(): WebGLContextAttributes?
    fun isContextLost(): Boolean
    fun getSupportedExtensions(): DynamicArray<String>?
    fun getExtension(name: String): dynamic
    fun activeTexture(texture: Int)
    fun attachShader(program: WebGLProgram?, shader: WebGLShader?)
    fun bindAttribLocation(program: WebGLProgram?, index: Int, name: String)
    fun bindBuffer(target: Int, buffer: WebGLBuffer?)
    fun bindFramebuffer(target: Int, framebuffer: WebGLFramebuffer?)
    fun bindRenderbuffer(target: Int, renderbuffer: WebGLRenderbuffer?)
    fun bindTexture(target: Int, texture: WebGLTexture?)
    fun blendColor(red: Float, green: Float, blue: Float, alpha: Float)
    fun blendEquation(mode: Int)
    fun blendEquationSeparate(modeRGB: Int, modeAlpha: Int)
    fun blendFunc(sfactor: Int, dfactor: Int)
    fun blendFuncSeparate(srcRGB: Int, dstRGB: Int, srcAlpha: Int, dstAlpha: Int)
    fun bufferData(target: Int, size: Int, usage: Int)
    fun bufferSubData(target: Int, offset: Int, data: BufferDataSource?)
    fun checkFramebufferStatus(target: Int)
    fun clearColor(red: Float, green: Float, blue: Float, alpha: Float)
    fun clearDepth(depth: Float)
    fun clearStencil(s: Int)
    fun colorMask(red: Boolean, green: Boolean, blue: Boolean, alpha: Boolean)
    fun compileShader(shader: WebGLShader?)
    fun compressedTexImage2D(target: Int, level: Int, internalformat: Int, width: Int, height: Int, border: Int, data: BufferDataSource?)
```kotlin
WebGLUniformLocation?, v: Array<Float>()
    fun uniform1i(location: WebGLUniformLocation?, x: Int)
    fun uniform1iv(location: WebGLUniformLocation?, v: Int32Array)
    fun uniform1f(location: WebGLUniformLocation?, x: Float)
    fun uniform1fv(location: WebGLUniformLocation?, v: Float32Array)
    fun uniform2f(location: WebGLUniformLocation?, x: Float, y: Float)
    fun uniform2fv(location: WebGLUniformLocation?, v: Float32Array)
    fun uniform2i(location: WebGLUniformLocation?, x: Int, y: Int)
    fun uniform2iv(location: WebGLUniformLocation?, v: Int32Array)
    fun uniform3f(location: WebGLUniformLocation?, x: Float, y: Float, z: Float)
    fun uniform3fv(location: WebGLUniformLocation?, v: Float32Array)
    fun uniform3i(location: WebGLUniformLocation?, x: Int, y: Int, z: Int)
    fun uniform3iv(location: WebGLUniformLocation?, v: Int32Array)
    fun uniform4f(location: WebGLUniformLocation?, x: Float, y: Float, z: Float, w: Float)
    fun uniform4fv(location: WebGLUniformLocation?, v: Float32Array)
    fun uniform4i(location: WebGLUniformLocation?, x: Int, y: Int, z: Int, w: Int)
    fun uniform4iv(location: WebGLUniformLocation?, v: Int32Array)
    fun uniformMatrix2fv(location: WebGLUniformLocation?, transpose: Boolean, value: Float32Array)
    fun uniformMatrix2fv(location: WebGLUniformLocation?, transpose: Boolean, value: Array<Float>)
    fun uniformMatrix3fv(location: WebGLUniformLocation?, transpose: Boolean, value: Float32Array)
    fun uniformMatrix3fv(location: WebGLUniformLocation?, transpose: Boolean, value: Array<Float>)
    fun uniformMatrix4fv(location: WebGLUniformLocation?, transpose: Boolean, value: Float32Array)
    fun uniformMatrix4fv(location: WebGLUniformLocation?, transpose: Boolean, value: Array<Float>)
    fun useProgram(program: WebGLProgram?)
    fun validateProgram(program: WebGLProgram?)
    fun vertexAttrib1f(index: Int, x: Float)
    fun vertexAttrib1fv(index: Int, values: dynamic)
    fun vertexAttrib2f(index: Int, x: Float, y: Float)
    fun vertexAttrib2fv(index: Int, values: dynamic)
    fun vertexAttrib3f(index: Int, x: Float, y: Float, z: Float)
    fun vertexAttrib3fv(index: Int, values: dynamic)
    fun vertexAttrib4f(index: Int, x: Float, y: Float, z: Float, w: Float)
    fun vertexAttrib4fv(index: Int, values: dynamic)
    fun viewport(x: Int, y: Int, width: Int, height: Int)

    companion object {
        val DEPTH_BUFFER_BIT: Int
        val STENCIL_BUFFER_BIT: Int
        val COLOR_BUFFER_BIT: Int
        val POINTS: Int
        val LINES: Int
        val LINE_LOOP: Int
        val LINE_STRIP: Int
        val TRIANGLES: Int
        val TRIANGLE_STRIP: Int
        val TRIANGLE_FAN: Int
        val ZERO: Int
        val ONE: Int
        val SRC_COLOR: Int
        val ONE_MINUS_SRC_COLOR: Int
        val SRC_ALPHA: Int
        val ONE_MINUS_SRC_ALPHA: Int
        val DST_COLOR: Int
        val ONE_MINUS_DST_COLOR: Int
        val SRC_ALPHA_SATURATE: Int
        val FUNC_ADD: Int
        val BLEND_EQUATION: Int
        val BLEND_EQUATION_RGB: Int
        val BLEND_EQUATION_ALPHA: Int
        val FUNC_SUBTRACT: Int
        val FUNC_REVERSE_SUBTRACT: Int
        val CONSTANT_COLOR: Int
        val ONE_MINUS_CONSTANT_COLOR: Int
        val CONSTANT_ALPHA: Int
        val ONE_MINUS_CONSTANT_ALPHA: Int
        val BLEND_COLOR: Int
        val BLEND_SRC_ALPHA: Int
        val BLEND_DST_ALPHA: Int
        val BLEND_COLOR: Int
        val BLEND_SRC_ALPHA: Int
        val BLEND_DST_ALPHA: Int
        val BLEND_COLOR: Int
        val BLEND_SRC_ALPHA: Int
        val BLEND_DST_ALPHA: Int
        val BLEND_COLOR: Int
        val BLEND_SRC_ALPHA: Int
        val BLEND_DST_ALPHA: Int
        val BLEND_COLOR: Int
        val BLEND_SRC_ALPHA: Int
        val BLEND_DST_ALPHA: Int
    }
```
```kotlin
val TEXTURE14: Int
val TEXTURE15: Int
val TEXTURE16: Int
val TEXTURE17: Int
val TEXTURE18: Int
val TEXTURE19: Int
val TEXTURE20: Int
val TEXTURE21: Int
val TEXTURE22: Int
val TEXTURE23: Int
val TEXTURE24: Int
val TEXTURE25: Int
val TEXTURE26: Int
val TEXTURE27: Int
val TEXTURE28: Int
val TEXTURE29: Int
val TEXTURE30: Int
val TEXTURE31: Int
val ACTIVE_TEXTURE: Int
val REPEAT: Int
val CLAMP_TO_EDGE: Int
val MIRRORED_REPEAT: Int
val FLOOR: Int
val MINT: Int
val INT_VEC2: Int
val INT_VEC3: Int
val INT_VEC4: Int
val FLOAT_VEC2: Int
val FLOAT_VEC3: Int
val FLOAT_VEC4: Int
val BOOL_VEC2: Int
val BOOL_VEC3: Int
val BOOL_VEC4: Int
val FLOAT_MAT2: Int
val FLOAT_MAT3: Int
val FLOAT_MAT4: Int
val SAMPLER_2D: Int
val SAMPLER_CUBE: Int
val VERTEX_ATTRIB_ARRAY_ENABLED: Int
val VERTEX_ATTRIB_ARRAY_SIZE: Int
val VERTEX_ATTRIB_ARRAY_STRIDE: Int
val VERTEX_ATTRIB_ARRAY_TYPE: Int
val VERTEX_ATTRIB_ARRAY_NORMALIZED: Int
val VERTEX_ATTRIB_ARRAY_POINTER: Int
val VERTEX_ATTRIB_ARRAY_BUFFER_BINDING: Int
val IMPLEMENTATION_COLOR_READ_TYPE: Int
val IMPLEMENTATION_COLOR_READ_FORMAT: Int
val LOW_FLOAT: Int
val MEDIUM_FLOAT: Int
val HIGH_FLOAT: Int
val LOW_INT: Int
val MEDIUM_INT: Int
val HIGH_INT: Int
val FRAMEBUFFER: Int
val RENDERBUFFER: Int
val RGBA4: Int
val RGB5_A1: Int
val RGB565: Int
val DEPTH_COMPONENT16: Int
val DEPTH_STENCIL: Int
val RENDERBUFFER_WIDTH: Int
val RENDERBUFFER_HEIGHT: Int
val RENDERBUFFER_internal_FORMAT: Int
val RENDERBUFFER_RED_SIZE: Int
val RENDERBUFFER_GREEN_SIZE: Int
val RENDERBUFFER_BLUE_SIZE: Int
val RENDERBUFFER_DEPTH_SIZE: Int
val RENDERBUFFER_STENCIL_SIZE: Int
val FRAMEBUFFER_ATTACHMENT_OBJECT_TYPE: Int
val FRAMEBUFFER_ATTACHMENT_OBJECT_NAME: Int
val FRAMEBUFFER_ATTACHMENT_TEXTURE_LEVEL: Int
val FRAMEBUFFER_ATTACHMENT_TEXTURE_CUBE_MAP_FACE: Int
val COLOR_ATTACHMENT0: Int
val DEPTH_ATTACHMENT: Int
val STENCIL_ATTACHMENT: Int
val DEPTH_STENCIL_ATTACHMENT: Int
val NONE: Int
val FRAMEBUFFER_COMPLETE: Int
val FRAMEBUFFER_INCOMPLETE_ATTACHMENT: Int
val FRAMEBUFFER_INCOMPLETE_MISSING_ATTACHMENT: Int
val FRAMEBUFFER_INCOMPLETE_DIMENSIONS: Int
val FRAMEBUFFER_UNSUPPORTED: Int
val FRAMEBUFFER_BINDING: Int
val RENDERBUFFER_BINDING: Int
val MAX_RENDERBUFFER_SIZE: Int
val INVALID_FRAMEBUFFER_OPERATION: Int
val UNPACK_FLIP_Y_WEBGL: Int
val UNPACK_PREMULTIPLY_ALPHA_WEBGL: Int
val CONTEXT_LOST_WEBGL: Int
val UNPACK_COLORSPACE_CONVERSION_WEBGL: Int
val BROWSER_DEFAULT_WEBGL: Int
```
Open Source Used In DNAC Platform Frey

// Exposes the JavaScript...
[WebGLContextEvent](https://developer.mozilla.org/en/docs/Web/API/WebGLContextEvent) to Kotlin

```kotlin
public external open class WebGLContextEvent(type: String, eventInit: WebGLContextEventInit = definedExternally) : Event {

    // Event properties

    // Event methods

    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }
}

public external interface WebGLContextEventInit : EventInit {
    var statusMessage: String? /* = "" */
    get() = definedExternally
    set(value: String) = definedExternally
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["statusMessage"] = statusMessage
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable
    o["composed"] = composed
    return o
}

/**
 * Exposes the JavaScript [ArrayBuffer](https://developer.mozilla.org/en/docs/Web/API/ArrayBuffer) to Kotlin
 */
public external open class ArrayBuffer(length: Int) : BufferDataSource {
    open val byteLength: Int

    companion object {
        fun isView(value: Any?): Boolean
    }
}

/**
 * Exposes the JavaScript [ArrayBufferView](https://developer.mozilla.org/en/docs/Web/API/ArrayBufferView) to Kotlin
 */
public external interface ArrayBufferView : BufferDataSource {
    val buffer: ArrayBuffer
    val byteOffset: Int
    val byteLength: Int
}

/**
 * Exposes the JavaScript [Int8Array](https://developer.mozilla.org/en/docs/Web/API/Int8Array) to Kotlin
 */
public external open class Int8Array : ArrayBufferView {
    constructor(length: Int)
    constructor(array: Int8Array)
    constructor(array: Array<Byte>)
    constructor(buffer: ArrayBuffer, byteOffset: Int = definedExternally, length: Int = definedExternally)
    open val length: Int

    override val buffer: ArrayBuffer
    override val byteOffset: Int

    override val byteLength: Int

    fun set(array: Int8Array, offset: Int = definedExternally)
    fun set(array: Array<Byte>, offset: Int = definedExternally)
    fun subarray(start: Int, end: Int): Int8Array

    companion object {
        val BYTES_PER_ELEMENT: Int
    }
}

@kotlin.internal.InlineOnly
public inline operator fun Int8Array.get(index: Int): Byte = asDynamic()[index]

@kotlin.internal.InlineOnly
public inline operator fun Int8Array.set(index: Int, value: Byte) { asDynamic()[index] = value }

/**
 * Exposes the JavaScript [Uint8Array](https://developer.mozilla.org/en/docs/Web/API/Uint8Array) to Kotlin
 */
public external open class Uint8Array : ArrayBufferView {
    constructor(length: Int)
    constructor(array: Uint8Array)
    constructor(array: Array<Byte>)
    constructor(buffer: ArrayBuffer, byteOffset: Int = definedExternally, length: Int = definedExternally)
    open val length: Int

    override val buffer: ArrayBuffer
    override val byteOffset: Int

    override val byteLength: Int

    fun set(array: Uint8Array, offset: Int = definedExternally)
    fun set(array: Array<Byte>, offset: Int = definedExternally)
    fun subarray(start: Int, end: Int): Uint8Array

    companion object {
        val BYTES_PER_ELEMENT: Int
    }
}

@kotlin.internal.InlineOnly
public inline operator fun Uint8Array.get(index: Int): Byte = asDynamic()[index]

@kotlin.internal.InlineOnly
public inline operator fun Uint8Array.set(index: Int, value: Byte) { asDynamic()[index] = value }

/**
 * Exposes the JavaScript [Uint8ClampedArray](https://developer.mozilla.org/en/docs/Web/API/Uint8ClampedArray) to Kotlin
 */
public external open class Uint8ClampedArray : ArrayBufferView {
    constructor(length: Int)
    constructor(array: Uint8ClampedArray)
    constructor(array: Array<Byte>)
    constructor(buffer: ArrayBuffer, byteOffset: Int = definedExternally, length: Int = definedExternally)
    open val length: Int

    override val buffer: ArrayBuffer

    override val byteOffset: Int

    override val byteLength: Int

    fun set(array: Uint8ClampedArray, offset: Int = definedExternally)
    fun set(array: Array<Byte>, offset: Int = definedExternally)
    fun subarray(start: Int, end: Int): Uint8ClampedArray

    companion object {
        val BYTES_PER_ELEMENT: Int
    }
}

@kotlin.internal.InlineOnly
public inline operator fun Uint8ClampedArray.get(index: Int): Byte = asDynamic()[index]

@kotlin.internal.InlineOnly
public inline operator fun Uint8ClampedArray.set(index: Int, value: Byte) { asDynamic()[index] = value }

/**
 * Exposes the JavaScript [Int16Array](https://developer.mozilla.org/en/docs/Web/API/Int16Array) to Kotlin
 */
public external open class Int16Array : ArrayBufferView {
    constructor(length: Int)
    constructor(array: Int16Array)
    constructor(array: Array<Short>)
}
```
end: Int): Float64Array

    companion object {
        val BYTES_PER_ELEMENT: Int
    }
}

@kotlin.internal.InlineOnly
public inline operator fun Float64Array.get(index: Int): Double = asDynamic()[(index)]

@kotlin.internal.InlineOnly
public inline operator fun Float64Array.set(index: Int, value: Double) { asDynamic()[(index)] = value }

/**
 * Exposes the JavaScript [DataView](https://developer.mozilla.org/en/docs/Web/API/ DataView) to Kotlin
 */
public external open class DataView(buffer: ArrayBuffer, byteOffset: Int = definedExternally, byteLength: Int = definedExternally) : ArrayBufferView {
    override val buffer: ArrayBuffer
    override val byteOffset: Int
    override val byteLength: Int
    fun getInt8(byteOffset: Int): Byte
    fun getUint8(byteOffset: Int): Byte
    fun getInt16(byteOffset: Int, littleEndian: Boolean = definedExternally): Short
    fun getUint16(byteOffset: Int, littleEndian: Boolean = definedExternally): Short
    fun getInt32(byteOffset: Int, littleEndian: Boolean = definedExternally): Int
    fun getUint32(byteOffset: Int, littleEndian: Boolean = definedExternally): Int
    fun getFloat32(byteOffset: Int, littleEndian: Boolean = definedExternally): Float
    fun getFloat64(byteOffset: Int, littleEndian: Boolean = definedExternally): Double
    fun setInt8(byteOffset: Int, value: Byte)
    fun setUint8(byteOffset: Int, value: Byte)
    fun setInt16(byteOffset: Int, value: Short, littleEndian: Boolean = definedExternally)
    fun setUint16(byteOffset: Int, value: Short, littleEndian: Boolean = definedExternally)
    fun setInt32(byteOffset: Int, value: Int, littleEndian: Boolean = definedExternally)
    fun setUint32(byteOffset: Int, value: Int, littleEndian: Boolean = definedExternally)
    fun setFloat32(byteOffset: Int, value: Float, littleEndian: Boolean = definedExternally)
    fun setFloat64(byteOffset: Int, value: Double, littleEndian: Boolean = definedExternally)
}

public external interface BufferDataSource

public external interface TexImageSource

/*
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 */

// NOTE: THIS FILE IS AUTO-GENERATED, DO NOT EDIT!
// See github.com/kotlin/dukat for details

package org.w3c.dom.clipboard

import kotlin.js.*
import org.khronos.webgl.*
import org.w3c.css.*
import org.w3c.dom.*
import org.w3c.dom.css.*
import org.w3c.dom.events.*
import org.w3c.dom.mediacapture.*
import org.w3c.dom.parsing.*
import org.w3c.dom.svg.*
import org.w3c.dom.url.*
import org.w3c.fetch.*
import org.w3c.files.*
import org.w3c.notifications.*
import org.w3c.performance.*
import org.w3c.xhr.*

public external interface ClipboardEventInit : EventInit {
    var clipboardData: DataTransfer? /* = null */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["clipboardData"] = clipboardData
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable
    o["composed"] = composed
    return o
}

/**
 * Exposes the JavaScript [ClipboardEvent](https://developer.mozilla.org/en/docs/Web/API/ClipboardEvent) to Kotlin
 */
public external open class ClipboardEvent(type: String, eventInitDict: ClipboardEventInit = definedExternally) : Event {
    open val clipboardData: DataTransfer?

    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }
}

/**
 * Exposes the JavaScript [Clipboard](https://developer.mozilla.org/en/docs/Web/API/Clipboard) to Kotlin
 */
public external abstract class Clipboard : EventTarget {
    fun read(): Promise<DataTransfer>
    fun write(data: DataTransfer): Promise<Unit>
    fun writeText(data: String): Promise<Unit>
}

public external interface ClipboardPermissionDescriptor {
    var allowWithoutGesture: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun ClipboardPermissionDescriptor(allowWithoutGesture: Boolean? = false): ClipboardPermissionDescriptor {
    val o = js("({})")
    o['allowWithoutGesture'] = allowWithoutGesture
    return o
}
kotlin.js.*\nimport org.khronos.webgl.*\nimport org.w3c.css.masking.*\nimport org.w3c.dom.*\nimport org.w3c.dom.clipboard.*\nimport org.w3c.dom.events.*\nimport org.w3c.dom.mediacapture.*\nimport org.w3c.dom.parsing.*\nimport org.w3c.dom.pointerevents.*\nimport org.w3c.dom.svg.*\nimport org.w3c.dom.url.*\nimport org.w3c.dom.files.*\nimport org.w3c.notifications.*\nimport org.w3c.performance.*\nimport org.w3c.workers.*\nimport org.w3c.xhr.*\n\npublic external abstract class MediaList : ItemArrayLike<String> {
    open var mediaText: String
    fun appendMedium(medium: String)
    fun deleteMedium(medium: String)
    override fun item(index: Int): String?
}

@kotlin.internal.InlineOnly
public inline operator fun MediaList.get(index: Int): String? = asDynamic()[index]

/**
 * Exposes the JavaScript [StyleSheet](https://developer.mozilla.org/en/docs/Web/API/StyleSheet) to Kotlin
 */
public external abstract class StyleSheet {
    open val type: String
    open val href: String?
    open val ownerNode: UnionElementOrProcessingInstruction?
    open val parentStyleSheet: StyleSheet?
    open val title: String?
    open val media: MediaList
    open var disabled: Boolean
}

/**
 * Exposes the JavaScript [CSSStyleSheet](https://developer.mozilla.org/en/docs/Web/API/CSSStyleSheet) to Kotlin
 */
public external abstract class CSSStyleSheet : StyleSheet {
    open val ownerRule: CSSRule?
    open val cssRules: CSSRuleList
    fun insertRule(rule: String, index: Int): Int
    fun deleteRule(index: Int)
}

/**
 * Exposes the JavaScript [StyleSheetList](https://developer.mozilla.org/en/docs/Web/API/StyleSheetList) to Kotlin
 */
public external abstract class StyleSheetList : ItemArrayLike<StyleSheet> {
    override fun item(index: Int): StyleSheet?
}

@kotlin.internal.InlineOnly
public inline operator fun StyleSheetList.get(index: Int): StyleSheet? = asDynamic()[index]

/**
 * Exposes the JavaScript [LinkStyle](https://developer.mozilla.org/en/docs/Web/API/LinkStyle) to Kotlin
 */
public external interface LinkStyle {
    val sheet: StyleSheet?
        get() = definedExternally
}

/**
 * Exposes the JavaScript [CSSRuleList](https://developer.mozilla.org/en/docs/Web/API/CSSRuleList) to Kotlin
 */
public external abstract class CSSRuleList : ItemArrayLike<CSSRule> {
    override fun item(index: Int): CSSRule?
}

@kotlin.internal.InlineOnly
public inline operator fun CSSRuleList.get(index: Int): CSSRule? = asDynamic()[index]

/**
 * Exposes the JavaScript [CSSRule](https://developer.mozilla.org/en/docs/Web/API/CSSRule) to Kotlin
 */
public external abstract class CSSRule {
    open val type: short
    open var cssText: String
    open val parentRule: CSSRule?
    open val parentStyleSheet: CSSStyleSheet?

    companion object {
        val STYLE_RULE: Short
        val CHARSET_RULE: Short
        val IMPORT_RULE: Short
        val MEDIA_RULE: Short
        val FONT_FACE_RULE: Short
        val PAGE_RULE: Short
        val MARGIN_RULE: Short
        val NAMESPACE_RULE: Short
    }
}

/**
 * Exposes the JavaScript [CSSStyleRule](https://developer.mozilla.org/en/docs/Web/API/CSSStyleRule) to Kotlin
 */
public external abstract class CSSStyleRule : CSSRule {
    open var selectorText: String
    open val style: CSSStyleDeclaration

    companion object {
        val STYLE_RULE: Short
        val CHARSET_RULE: Short
        val IMPORT_RULE: Short
        val MEDIA_RULE: Short
        val FONT_FACE_RULE: Short
        val PAGE_RULE: Short
        val MARGIN_RULE: Short
        val NAMESPACE_RULE: Short
    }
}

/**
 * Exposes the JavaScript [CSSImportRule](https://developer.mozilla.org/en/docs/Web/API/CSSImportRule) to Kotlin
 */
public external abstract class CSSImportRule : CSSRule {
    open val href: String
    open val media: MediaList
    open val styleSheet: CSSStyleSheet

    companion object {
        val STYLE_RULE: Short
        val CHARSET_RULE: Short
        val IMPORT_RULE: Short
        val MEDIA_RULE: Short
        val FONT_FACE_RULE: Short
        val PAGE_RULE: Short
        val MARGIN_RULE: Short
        val NAMESPACE_RULE: Short
    }
}

/**
 * Exposes the JavaScript [CSSGroupingRule](https://developer.mozilla.org/en/docs/Web/API/CSSGroupingRule) to Kotlin
 */
public external abstract class CSSGroupingRule : CSSRule {
    open val cssRules: CSSRuleList
    fun insertRule(rule: String, index: Int): Int
    fun deleteRule(index: Int)

    companion object {
        val STYLE_RULE: Short
        val CHARSET_RULE: Short
        val IMPORT_RULE: Short
        val MEDIA_RULE: Short
        val FONT_FACE_RULE: Short
        val PAGE_RULE: Short
        val MARGIN_RULE: Short
        val NAMESPACE_RULE: Short
    }
}

/**
 * Exposes the JavaScript [CSSStyleDeclaration](https://developer.mozilla.org/en/docs/Web/API/CSSStyleDeclaration) to Kotlin
 */
public external abstract class CSSStyleDeclaration {
    companion object {
        val STYLE_RULE: Short
        val CHARSET_RULE: Short
        val IMPORT_RULE: Short
        val MEDIA_RULE: Short
        val FONT_FACE_RULE: Short
        val PAGE_RULE: Short
        val MARGIN_RULE: Short
        val NAMESPACE_RULE: Short
    }
}

/**
 * Exposes the JavaScript [CSSImportRule](https://developer.mozilla.org/en/docs/Web/API/CSSImportRule) to Kotlin
 */
public external abstract class CSSImportRule : CSSRule {
    open val href: String
    open val media: MediaList
    open val styleSheet: CSSStyleSheet

    companion object {
        val STYLE_RULE: Short
        val CHARSET_RULE: Short
        val IMPORT_RULE: Short
        val MEDIA_RULE: Short
        val FONT_FACE_RULE: Short
        val PAGE_RULE: Short
        val MARGIN_RULE: Short
        val NAMESPACE_RULE: Short
    }
}

/**
 * Exposes the JavaScript [CSSGroupingRule](https://developer.mozilla.org/en/docs/Web/API/CSSGroupingRule) to Kotlin
 */
public external abstract class CSSGroupingRule : CSSRule {
    open val cssRules: CSSRuleList
    fun insertRule(rule: String, index: Int): Int
    fun deleteRule(index: Int)

    companion object {
        val STYLE_RULE: Short
        val CHARSET_RULE: Short
        val IMPORT_RULE: Short
        val MEDIA_RULE: Short
        val FONT_FACE_RULE: Short
        val PAGE_RULE: Short
        val MARGIN_RULE: Short
        val NAMESPACE_RULE: Short
    }
}

/**
 * Exposes the JavaScript [CSSStyleDeclaration](https://developer.mozilla.org/en/docs/Web/API/CSSStyleDeclaration) to Kotlin
 */
public external abstract class CSSStyleDeclaration {
    companion object {
        val STYLE_RULE: Short
        val CHARSET_RULE: Short
        val IMPORT_RULE: Short
        val MEDIA_RULE: Short
        val FONT_FACE_RULE: Short
        val PAGE_RULE: Short
        val MARGIN_RULE: Short
        val NAMESPACE_RULE: Short
    }
}
[CSSMediaRule](https://developer.mozilla.org/en/docs/Web/API/CSSMediaRule) to Kotlin

```kotlin
public external abstract class CSSMediaRule : CSSGroupingRule {
    open val media: MediaList

    companion object {

        val STYLE_RULE: Short
        val CHARSET_RULE: Short
        val IMPORT_RULE: Short
        val MEDIA_RULE: Short
        val FONT_FACE_RULE: Short
        val PAGE_RULE: Short
        val MARGIN_RULE: Short
        val NAMESPACE_RULE: Short
    }
}
```

[CSSPageRule](https://developer.mozilla.org/en/docs/Web/API/CSSPageRule) to Kotlin

```kotlin
public external abstract class CSSPageRule : CSSGroupingRule {
    open var selectorText: String
    open val style: CSSStyleDeclaration

    companion object {

        val STYLE_RULE: Short
        val CHARSET_RULE: Short
        val IMPORT_RULE: Short
        val MEDIA_RULE: Short
        val FONT_FACE_RULE: Short
        val PAGE_RULE: Short
        val MARGIN_RULE: Short
        val NAMESPACE_RULE: Short
    }
}
```

[CSSMarginRule](https://developer.mozilla.org/en/docs/Web/API/CSSMarginRule) to Kotlin

```kotlin
public external abstract class CSSMarginRule : CSSRule {
    open val name: String
    open val style: CSSStyleDeclaration

    companion object {

        val STYLE_RULE: Short
        val CHARSET_RULE: Short
        val IMPORT_RULE: Short
        val MEDIA_RULE: Short
        val FONT_FACE_RULE: Short
        val PAGE_RULE: Short
        val MARGIN_RULE: Short
        val NAMESPACE_RULE: Short
    }
}
```

[CSSNamespaceRule](https://developer.mozilla.org/en/docs/Web/API/CSSNamespaceRule) to Kotlin

```kotlin
public external abstract class CSSNamespaceRule : CSSRule {
    open val namespaceURI: String
    open val prefix: String

    companion object {

        val STYLE_RULE: Short
        val CHARSET_RULE: Short
        val IMPORT_RULE: Short
        val MEDIA_RULE: Short
        val FONT_FACE_RULE: Short
        val PAGE_RULE: Short
        val MARGIN_RULE: Short
        val NAMESPACE_RULE: Short
    }
}
```

[CSSStyleDeclaration](https://developer.mozilla.org/en/docs/Web/API/CSSStyleDeclaration) to Kotlin

```kotlin
public external abstract class CSSStyleDeclaration : ItemArrayLike<String> {
    open var cssText: String
    open val parentRule: CSSRule?
    open var cssFloat: String
    open var alignContent: String
    open var alignItems: String
    open var alignSelf: String
    open var animation: String
    open var animationDelay: String
    open var animationDirection: String
    open var animationDuration: String
    open var animationFillMode: String
    open var animationIterationCount: String
    open var animationName: String
    open var animationPlayState: String
    open var animationTimingFunction: String
    open var backfaceVisibility: String
    open var background: String
    open var backgroundAttachment: String
    open var backgroundColor: String
    open var backgroundClip: String
    open var backgroundOrigin: String
    open var backgroundPosition: String
    open var backgroundSize: String
    open var border: String
    open var borderBottom: String
    open var borderBottomColor: String
    open var borderBottomLeftRadius: String
    open var borderBottomRightRadius: String
    open var borderBottomStyle: String
    open var borderBottomWidth: String
    open var borderCollapse: String
    open var borderColor: String
    open var borderImage: String
    open var borderImageOutset: String
    open var borderImageRepeat: String
    open var borderImageSlice: String
    open var borderImageSource: String
    open var borderImageWidth: String
    open var borderLeft: String
    open var borderLeftColor: String
    open var borderLeftStyle: String
    open var borderLeftWidth: String
    open var borderRadius: String
    open var borderRight: String
    open var borderRightColor: String
    open var borderRadius: String
    open var borderRightStyle: String
    open var borderRightWidth: String
    open var borderSpacing: String
    open var borderTop: String
    open var borderTopColor: String
    open var borderTopLeftRadius: String
    open var borderTopRightRadius: String
    open var borderTopStyle: String
    open var borderTopWidth: String
    open var bottom: String
    open var boxDecorationBreak: String
    open var boxShadow: String
    open var boxSizing: String
    open var breakAfter: String
    open var breakBefore: String
    open var breakInside: String
    open var captionSide: String
    open var clear: String
    open var clip: String
    open var color: String
    open var columnCount: String
    open var columnFill: String
    open var columnGap: String
    open var columnRuleColor: String
    open var columnRuleStyle: String
    open var columnRuleWidth: String
    open var columnSpan: String
    ```
definedExternally
set(value) = definedExternally
var button: Short? /* = 0 */
get() =
definedExternally
set(value) = definedExternally
var buttons: Short? /* = 0 */
get() =
var relatedTarget: EventTarget? /* = null */
get() =
var region: String? /* = null */
get() =

var button: Short? /* = 0 */
get() =
var buttons: Short? /* = 0 */
get() =
var relatedTarget: EventTarget? /* = null */
get() =
var region: String? /* = null */
get() =

@kotlin.internal.InlineOnly
public inline fun
    val o = js("({})")
    o["screenX"] = screenX
    o["screenY"] = screenY
    o["clientX"] = clientX
    o["clientY"] = clientY
    o["button"] = button
    o["buttons"] = buttons
    o["relatedTarget"] = relatedTarget
    o["region"] = region
    o["ctrlKey"] = ctrlKey
    o["shiftKey"] = shiftKey
    o["altKey"] = altKey
    o["metaKey"] = metaKey
    o["modifierAltGraph"] = modifierAltGraph
    o["modifierCapsLock"] = modifierCapsLock
    o["modifierFn"] = modifierFn
    o["modifierFnLock"] = modifierFnLock
    o["modifierHyper"] = modifierHyper
    o["modifierNumLock"] = modifierNumLock
    o["modifierScrollLock"] = modifierScrollLock
    o["modifierSuper"] = modifierSuper
    o["modifierSymbol"] = modifierSymbol
    o["modifierSymbolLock"] = modifierSymbolLock
    o["view"] = view
    o["detail"] = detail
    o["bubbles"] = bubbles
    o["Cancelable"] = cancelable
    o["composed"] = composed
    return o
}

public external interface EventModifierInit : UIEventInit {
    var ctrlKey: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var shiftKey: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var altKey: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var metaKey: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var modifierAltGraph: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var modifierCapsLock: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var modifierFn: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var modifierFnLock: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var modifierHyper: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var modifierNumLock: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var modifierScrollLock: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var modifierSuper: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var modifierSymbol: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var modifierSymbolLock: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["ctrlKey"] = ctrlKey
    o["shiftKey"] = shiftKey
    o["altKey"] = altKey
    o["metaKey"] = metaKey
    o["modifierAltGraph"] = modifierAltGraph
    o["modifierCapsLock"] = modifierCapsLock
    o["modifierFn"] = modifierFn
    o["modifierFnLock"] = modifierFnLock
    o["modifierHyper"] = modifierHyper
    o["modifierNumLock"] = modifierNumLock
    o["modifierScrollLock"] = modifierScrollLock
    o["modifierSuper"] = modifierSuper
    o["modifierSymbol"] = modifierSymbol
    o["modifierSymbolLock"] = modifierSymbolLock
    o["view"] = view
    return o
}

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**Open Source Used In DNAC Platform Frey 2419**

```javascript
import {WheelEvent, InputEvent, KeyboardEvent} from...

class WheelEvent {
    constructor(type, eventInitDict) {
        this.deltaX = undefined;
        this.deltaY = undefined;
        this.deltaZ = undefined;
        this.deltaMode = undefined;
    }
}

class InputEvent {
    constructor(type, eventInitDict) {
        this.data = undefined;
        this.isComposing = undefined;
    }
}

class KeyboardEvent {
    constructor(type, eventInitDict) {
        this.key = undefined;
        this.code = undefined;
    }
}
```

The code above defines classes for WheelEvent, InputEvent, and KeyboardEvent, with properties like `deltaX`, `deltaY`, `deltaZ`, `deltaMode`, `data`, and `isComposing`. These are likely part of a larger system dealing with user input events in a platform such as DNAC (DNA Center Automation). The classes and methods are designed to handle different types of input events, providing a uniform interface for interactively changing state and responding to user input in a software application.

---

The code snippet starts by importing classes from a predefined module, which seems to be part of a larger JavaScript library or framework. These classes are then defined with properties and methods, indicating they are likely part of an event handling system that deals with user inputs in a graphical interface or application.

The WheelEvent class includes properties for handling mouse wheel events, such as `deltaX`, `deltaY`, and `deltaZ`, which are common in web and desktop applications to track the direction and distance of a user's wheel movement. The InputEvent class handles input-related events, possibly including keyboard inputs or other external devices, with properties like `data` and `isComposing`. The KeyboardEvent class similarly handles keyboard inputs, with properties for the specific key pressed (`key`) and the corresponding `code`.

The definitions of these classes suggest they are part of a system designed to handle and process different types of user input events, possibly in a context where these events need to be passed to a backend or another component for further processing or response.
fun getModifierState(keyArg: String): Boolean

    companion object {
        val DOM_KEY_LOCATION_STANDARD: Int
        val DOM_KEY_LOCATION_LEFT: Int
        val DOM_KEY_LOCATION_RIGHT: Int
        val DOM_KEY_LOCATION_NUMPAD: Int
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
        }\n
unpublic external interface KeyboardEventInit : EventModifierInit {
    fun get(key: String): String?

    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }
}

public external interface KeyboardEventInit : EventModifierInit {
    var key: String? /* = "" */
        get() = definedExternally
        set(value) = definedExternally
    var code: String? /* = "" */
        get() = definedExternally
        set(value) = definedExternally
    var location: Int? /* = 0 */
        get() = definedExternally
        set(value) = definedExternally
    var repeat: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var isComposing: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var ctrlKey: Boolean? = false,
        shiftKey: Boolean? = false,
        altKey: Boolean? = false,
        metaKey: Boolean? = false,
        modifierAltGraph: Boolean? = false,
        modifierCapsLock: Boolean? = false,
        modifierFn: Boolean? = false,
        modifierNumLock: Boolean? = false,
        modifierSymbol: Boolean? = false,
        modifierSymbolLock: Boolean? = false,
        modifierSuper: Boolean? = false,
        modifierHyper: Boolean? = false,
        modifierFnLock: Boolean? = false,
        modifierScrollLock: Boolean? = false,
        modifierNumLock: Boolean? = false,
        modifierNumLock: Boolean? = false,
        modifierNumLock: Boolean? = false,
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        modifierNumLock: Boolean? = false,
        modifierNumLock: Boolean? = false,
        modifierNumLock: Boolean? = false,
        modifierNumLock: Boolean? = false,
        modifierNumLock: Boolean? = false,
fun removeEventListener(type: String, callback: EventListener?, options: dynamic = definedExternally)
fun removeEventListener(type: String, callback: ((Event) -> Unit)?, options: dynamic = definedExternally)
fun dispatchEvent(event: Event): Boolean

/**
 * Exposes the JavaScript [EventListener](https://developer.mozilla.org/en/docs/Web/API/EventListener) to Kotlin
 */
public external interface EventListener {
    fun handleEvent(event: Event)
}

/**
 * Exposes the JavaScript [HTMLCollection](https://developer.mozilla.org/en/docs/Web/API/HTMLCollection) to Kotlin
 */
public external abstract class HTMLAllCollection {
    open val length: Int
    fun item(nameOrIndex: String = definedExternally): UnionElementOrHTMLCollection?
    fun namedItem(name: String): UnionElementOrHTMLCollection?
}

@kotlin.internal.InlineOnly
public inline operator fun HTMLAllCollection.get(index: Int): Element? = asDynamic()[index]

@kotlin.internal.InlineOnly
public inline operator fun HTMLAllCollection.get(name: String): UnionElementOrHTMLCollection? = asDynamic()[name]

/**
 * Exposes the JavaScript [HTMLFormControlsCollection](https://developer.mozilla.org/en/docs/Web/API/HTMLFormControlsCollection) to Kotlin
 */
public external abstract class HTMLFormControlsCollection : HTMLCollection

/**
 * Exposes the JavaScript [RadioNodeList](https://developer.mozilla.org/en/docs/Web/API/RadioNodeList) to Kotlin
 */
public external abstract class RadioNodeList : NodeList, UnionElementOrRadioNodeList {
    open var value: String
}

/**
 * Exposes the JavaScript [HTMLOptionsCollection](https://developer.mozilla.org/en/docs/Web/API/HTMLOptionsCollection) to Kotlin
 */
public external abstract class HTMLOptionsCollection : HTMLCollection {
    override var length: Int
    open var selectedIndex: Int
    fun add(element: UnionHTMLOptGroupElementOrHTMLOptionElement, before: dynamic = definedExternally)
    fun remove(index: Int)
}

@kotlin.internal.InlineOnly
public inline operator fun HTMLOptionsCollection.set(index: Int, option: HTMLOptionElement?) {
    asDynamic()[index] = option
}

/**
 * Exposes the JavaScript [HTMLElement](https://developer.mozilla.org/en/docs/Web/API/HTMLElement) to Kotlin
 */
public external abstract class HTMLElement : Element, GlobalEventHandlers, DocumentAndElementEventHandlers, ElementContentEditable, ElementCSSInlineStyle {
    open var title: String
    open var lang: String
    open var translate: Boolean
    open var dir: String
    open val dataset: DOMStringMap
    open var hidden: Boolean
    open var tabIndex: Int
    open var accessKey: String
    open var accessKeyLabel: String
    open var draggable: Boolean
    open val dropzone: DOMTokenList
    open var contextMenu: HTMLMenuElement?
    open var spellcheck: Boolean
    open var innerText: String
    open val offsetParent: Element?
    open val offsetTop: Int
    open val offsetLeft: Int
    open val offsetWidth: Int
    open val offsetHeight: Int
    fun click()
    fun focus()
    fun blur()
    fun forceSpellCheck()

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}
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[HTMLUnknownElement](https://developer.mozilla.org/en/docs/Web/API/HTMLUnknownElement) to Kotlin

```kotlin
package com.frey

public external abstract class HTMLUnknownElement : HTMLElement {
    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [DOMStringMap](https://developer.mozilla.org/en/docs/Web/API/DOMStringMap) to Kotlin
 */
public external abstract class DOMStringMap

@kotlin.internal.InlineOnly
public inline operator fun DOMStringMap.get(name: String): String? = asDynamic()[name]

@kotlin.internal.InlineOnly
public inline operator fun DOMStringMap.set(name: String, value: String) { asDynamic()[name] = value }

/**
 * Exposes the JavaScript [HTMLHtmlElement](https://developer.mozilla.org/en/docs/Web/API/HTMLHtmlElement) to Kotlin
 */
public external abstract class HTMLHtmlElement : HTMLElement {
    open var version: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [HTMLHeadElement](https://developer.mozilla.org/en/docs/Web/API/HTMLHeadElement) to Kotlin
 */
public external abstract class HTMLHeadElement : HTMLElement {
    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [HTMLTitleElement](https://developer.mozilla.org/en/docs/Web/API/HTMLTitleElement) to Kotlin
 */
public external abstract class HTMLTitleElement : HTMLElement {
    open var text: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}
```

[HTMLUnknownElement](https://developer.mozilla.org/en/docs/Web/API/HTMLUnknownElement) to Kotlin

```kotlin
package com.frey
```

```kotlin
public external abstract class HTMLUnknownElement : HTMLElement {
    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}
```

```kotlin
/**
 * Exposes the JavaScript [DOMStringMap](https://developer.mozilla.org/en/docs/Web/API/DOMStringMap) to Kotlin
 */
public external abstract class DOMStringMap

@kotlin.internal.InlineOnly
public inline operator fun DOMStringMap.get(name: String): String? = asDynamic()[name]

@kotlin.internal.InlineOnly
public inline operator fun DOMStringMap.set(name: String, value: String) { asDynamic()[name] = value }
```

```kotlin
/**
 * Exposes the JavaScript [HTMLHtmlElement](https://developer.mozilla.org/en/docs/Web/API/HTMLHtmlElement) to Kotlin
 */
public external abstract class HTMLHtmlElement : HTMLElement {
    open var version: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}
```

```kotlin
/**
 * Exposes the JavaScript [HTMLHeadElement](https://developer.mozilla.org/en/docs/Web/API/HTMLHeadElement) to Kotlin
 */
public external abstract class HTMLHeadElement : HTMLElement {
    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}
```

```kotlin
/**
 * Exposes the JavaScript [HTMLTitleElement](https://developer.mozilla.org/en/docs/Web/API/HTMLTitleElement) to Kotlin
 */
public external abstract class HTMLTitleElement : HTMLElement {
    open var text: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}
```
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val DOCUMENT_POSITION_CONTAINED_BY: Short
val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short

/* Exposes the JavaScript [HTMLPreElement](https://developer.mozilla.org/en/docs/Web/API/HTMLPreElement) to Kotlin */
public external abstract class HTMLPreElement : HTMLElement {
    open var width: Int

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/* Exposes the JavaScript [HTMLQuoteElement](https://developer.mozilla.org/en/docs/Web/API/HTMLQuoteElement) to Kotlin */
public external abstract class HTMLQuoteElement : HTMLElement {
    open var cite: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/* Exposes the JavaScript [HTMLOListElement](https://developer.mozilla.org/en/docs/Web/API/HTMLOListElement) to Kotlin */
public external abstract class HTMLOListElement : HTMLElement {
    open var reversed: Boolean
    open var start: Int
    open var type: String
    open var compact: Boolean

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/* Exposes the JavaScript [HTMLUListElement](https://developer.mozilla.org/en/docs/Web/API/HTMLUListElement) to Kotlin */
public external abstract class HTMLUListElement : HTMLElement {
    open var compact: Boolean
    open var type: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/* Exposes the JavaScript [HTMLLIElement](https://developer.mozilla.org/en/docs/Web/API/HTMLLIElement) to Kotlin */
public
external abstract class HTMLLIElement : HTMLElement {
    open var value: Int
    open var type: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
    }
}

/**
 * Exposes the JavaScript [HTMLDListElement](https://developer.mozilla.org/en/docs/Web/API/HTMLDListElement) to Kotlin
 */
public external abstract class HTMLDListElement : HTMLElement {
    open var compact: Boolean

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
    }
}

/**
 * Exposes the JavaScript [HTMLDivElement](https://developer.mozilla.org/en/docs/Web/API/HTMLDivElement) to Kotlin
 */
public external abstract class HTMLDivElement : HTMLElement {
    open var align: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
    }
}

/**
 * Exposes the JavaScript [HTMLAnchorElement](https://developer.mozilla.org/en/docs/Web/API/HTMLAnchorElement) to Kotlin
 */
public external abstract class HTMLAnchorElement : HTMLElement, HTMLHyperlinkElementUtils {
    open var target: String
    open var download: String
    open var ping: String
    open var rel: String
    open val relList: DOMTokenList
    open var hreflang: String
    open var type: String
    open var text: String
    open var referrerPolicy: String
    open var coords: String
    open var charset: String
    open var name: String
    open var rev: String
    open var shape: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
    }
}

/**
 * Exposes the JavaScript [HTMLDataElement](https://developer.mozilla.org/en/docs/Web/API/HTMLDataElement) to Kotlin
 */
public
external abstract class HTMLDataElement : HTMLElement {
    open var value: String

    companion object {

        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [HTMLTimeElement](https://developer.mozilla.org/en/docs/Web/API/HTMLTimeElement) to Kotlin
 */
public external abstract class HTMLTimeElement : HTMLElement {
    open var dateTime: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [HTMLSpanElement](https://developer.mozilla.org/en/docs/Web/API/HTMLSpanElement) to Kotlin
 */
public external abstract class HTMLSpanElement : HTMLElement {
    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [HTMLBRElement](https://developer.mozilla.org/en/docs/Web/API/HTMLBRElement) to Kotlin
 */
public external abstract class HTMLBRElement : HTMLElement {
    open var clear: String

    companion object {

        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [HTMLHyperlinkElementUtils](https://developer.mozilla.org/en/docs/Web/API/HTMLHyperlinkElementUtils) to Kotlin
 */
public external interface HTMLHyperlinkElementUtils {
    var href: String
    val origin: String
    var protocol: String
    var username: String
    var password: String
    var host: String
    var hostname: String
    var port: String
    var pathname: String
    var search: String
    var hash: String
}

/**
 * Exposes the JavaScript [HTMLModElement](https://developer.mozilla.org/en/docs/Web/API/HTMLModElement) to
 */

Kotlin

```kotlin
//public abstract class HTMLModElement : HTMLElement {

open var cite: String
open var dateTime: String

companion object {
    val ELEMENT_NODE: Short
    val ATTRIBUTE_NODE: Short
    val TEXT_NODE: Short
    val CDATA_SECTION_NODE: Short
    val ENTITY_REFERENCE_NODE: Short
    val ENTITY_NODE: Short
    val PROCESSING_INSTRUCTION_NODE: Short
    val COMMENT_NODE: Short
    val DOCUMENT_NODE: Short
    val DOCUMENT_TYPE_NODE: Short
    val DOCUMENT_FRAGMENT_NODE: Short
    val NOTATION_NODE: Short
    val DOCUMENT_POSITION_DISCONNECTED: Short
    val DOCUMENT_POSITION_PRECEDING: Short
    val DOCUMENT_POSITION_FOLLOWING: Short
    val DOCUMENT_POSITION_CONTAINS: Short
    val DOCUMENT_POSITION_CONTAINED_BY: Short
    val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
}

/**
 * Exposes the JavaScript [HTMLSourceElement](https://developer.mozilla.org/en/docs/Web/API/HTMLSourceElement) to Kotlin
 */
public abstract class HTMLSourceElement : HTMLElement {
    open var src: String
    open var type: String
    open var srcset: String
    open var sizes: String
    open var media: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }

    /**
     * Exposes the JavaScript [HTMLImageElement](https://developer.mozilla.org/en/docs/Web/API/HTMLImageElement) to Kotlin
     */
    public abstract class HTMLImageElement : HTMLElement, HTMLOrSVGImageElement, TexImageSource {
        open var alt: String
        open var src: String
        open var srcset: String
        open var sizes: String
        open var crossOrigin: String?
        open var useMap: String
        open var isMap: Boolean
        open var width: Int
        open var height: Int
        open val naturalWidth: Int
        open val naturalHeight: Int
        open val complete: Boolean
        open val currentSrc: String
        open var referrerPolicy: String
        open var name: String
        open var lowsrc: String
        open var align: String
        open var hspace: Int
        open var vspace: Int
        open var longDesc: String
        open var border: String
        open val x: Int
        open val y: Int

        companion object {
            val ELEMENT_NODE: Short
            val ATTRIBUTE_NODE: Short
            val TEXT_NODE: Short
            val CDATA_SECTION_NODE: Short
            val ENTITY_REFERENCE_NODE: Short
            val ENTITY_NODE: Short
            val PROCESSING_INSTRUCTION_NODE: Short
            val COMMENT_NODE: Short
            val DOCUMENT_NODE: Short
            val DOCUMENT_TYPE_NODE: Short
            val DOCUMENT_FRAGMENT_NODE: Short
            val NOTATION_NODE: Short
            val DOCUMENT_POSITION_DISCONNECTED: Short
            val DOCUMENT_POSITION_PRECEDING: Short
            val DOCUMENT_POSITION_FOLLOWING: Short
            val DOCUMENT_POSITION_CONTAINS: Short
            val DOCUMENT_POSITION_CONTAINED_BY: Short
            val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
        }
    }

```
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINS: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short
val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short

/* Exposes the JavaScript [HTMLParamElement](https://developer.mozilla.org/en/docs/Web/API/HTMLParamElement) to Kotlin */
public external abstract class HTMLParamElement : HTMLElement {
    open var name: String
    open var value: String
    open var type: String
    open var valueType: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }

    /**
     * Exposes the JavaScript [HTMLVideoElement](https://developer.mozilla.org/en/docs/Web/API/HTMLVideoElement) to Kotlin
     */
    public external abstract class HTMLVideoElement : HTMLMediaElement, CanvasImageSource, TexImageSource {
        open var width: Int
        open var height: Int
        open val videoWidth: Int
        open val videoHeight: Int
        open var poster: String
        open var playsInline: Boolean

        companion object {
            val NETWORK_EMPTY: Short
            val NETWORK_IDLE: Short
            val NETWORK_LOADING: Short
            val NETWORK_NO_SOURCE: Short
            val HAVE_NOTHING: Short
            val HAVE_METADATA: Short
            val HAVE_CURRENT_DATA: Short
            val HAVE_FUTURE_DATA: Short
            val HAVE_ENOUGH_DATA: Short
            val NETWORK_EMPTY: Short
            val NETWORK_IDLE: Short
            val NETWORK_LOADING: Short
            val NETWORK_NO_SOURCE: Short
            val HAVE_NOTHING: Short
            val HAVE_METADATA: Short
            val HAVE_CURRENT_DATA: Short
            val HAVE_FUTURE_DATA: Short
            val HAVE_ENOUGH_DATA: Short
            val NETWORK_EMPTY: Short
            val NETWORK_IDLE: Short
            val NETWORK_LOADING: Short
            val NETWORK_NO_SOURCE: Short
            val HAVE_NOTHING: Short
            val HAVE_METADATA: Short
            val HAVE_CURRENT_DATA: Short
            val HAVE_FUTURE_DATA: Short
            val HAVE_ENOUGH_DATA: Short
            val NETWORK_EMPTY: Short
            val NETWORK_IDLE: Short
            val NETWORK_LOADING: Short
            val NETWORK_NO_SOURCE: Short
            val HAVE_NOTHING: Short
            val HAVE_METADATA: Short
            val HAVE_CURRENT_DATA: Short
            val HAVE_FUTURE_DATA: Short
            val HAVE_ENOUGH_DATA: Short
        }

    }

    /**
     * Exposes the JavaScript [HTMLAudioElement](https://developer.mozilla.org/en/docs/Web/API/HTMLAudioElement) to Kotlin
     */
    public external abstract class HTMLAudioElement : HTMLMediaElement {
        companion object {
            val NETWORK_EMPTY: Short
            val NETWORK_IDLE: Short
            val NETWORK_LOADING: Short
            val NETWORK_NO_SOURCE: Short
            val HAVE_NOTHING: Short
            val HAVE_METADATA: Short
            val HAVE_CURRENT_DATA: Short
            val HAVE_FUTURE_DATA: Short
            val HAVE_ENOUGH_DATA: Short
            val NETWORK EMPTY: Short
            val NETWORK_IDLE: Short
            val NETWORK_LOADING: Short
            val NETWORK_NO_SOURCE: Short
            val HAVE NOTHING: Short
            val HAVE_METADATA: Short
            val HAVE_CURRENT_DATA: Short
            val HAVE_FUTURE_DATA: Short
            val HAVE_ENOUGH_DATA: Short
            val NETWORK EMPTY: Short
            val NETWORK_IDLE: Short
            val NETWORK_LOADING: Short
            val NETWORK_NO_SOURCE: Short
            val HAVE NOTHING: Short
            val HAVE_METADATA: Short
            val HAVE_CURRENT_DATA: Short
            val HAVE_FUTURE_DATA: Short
            val HAVE_ENOUGH_DATA: Short
        }

    }

    /**
     * Exposes the JavaScript [HTMLTrackElement](https://developer.mozilla.org/en/docs/Web/API/HTMLTrackElement) to Kotlin
     */
    public external abstract class HTMLTrackElement : HTMLElement {
        open var kind: String
        open var src: String
        open var srclang: String
        open var label: String
        open var default: Boolean
        open val readyState: Short

open val track: TextTrack

    companion object {
        val NONE: Short
        val LOADING: Short
        val LOADED: Short
        val ERROR: Short
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
    }

/**
 * Exposes the JavaScript
 [HTMLMediaElement](https://developer.mozilla.org/en/docs/Web/API/HTMLMediaElement) to Kotlin
 */
public external abstract class HTMLMediaElement : HTMLElement {
    open val error: MediaError?
    open var src: String
    open var srcObject: dynamic
    open val currentSrc: String
    open var crossOrigin: String?
    open val networkState: Short
    open var preload: String
    open val buffered: TimeRanges
    open val readyState: Short
    open var seeking: Boolean
    open var currentTime: Double
    open val duration: Double
    open val paused: Boolean
    open var defaultPlaybackRate: Double
    open var playbackRate: Double
    open var played: TimeRanges
    open val seekable: TimeRanges
    open var ended: Boolean
    open var autoplay: Boolean
    open var loop: Boolean
    open var controls: Boolean
    open var volume: Double
    open var muted: Boolean
    open var defaultMuted: Boolean
    open val audioTracks: AudioTrackList
    open val videoTracks: VideoTrackList
    open val textTracks: TextTrackList
    fun load()
    fun canPlayType(type: String): CanPlayTypeResult
    fun fastSeek(time: Double)
    fun getStartDate(): dynamic
    fun play(): Promise<Unit>
    fun pause()
    fun addTextTrack(kind: TextTrackKind, label: String = definedExternally, language: String = definedExternally): TextTrack

    companion object {
        val NETWORK_EMPTY: Short
        val NETWORK_IDLE: Short
        val NETWORK_LOADING: Short
        val NETWORK_NO_SOURCE: Short
        val HAVE_NOTHING: Short
        val HAVE_CURRENT_DATA: Short
        val HAVE_FUTURE_DATA: Short
        val HAVE_ENOUGH_DATA: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
    }

/**
 * Exposes the JavaScript
 [MediaError](https://developer.mozilla.org/en/docs/Web/API/MediaError) to Kotlin
 */
public external abstract class MediaError {
    open val code: Short

    companion object {
        val MEDIA_ERR_ABORTED: Short
        val MEDIA_ERR_NETWORK: Short
        val MEDIA_ERR_DECODE: Short
        val MEDIA_ERR_SRC_NOT_SUPPORTED: Short
    }

/**
 * Exposes the JavaScript
 [AudioTrackList](https://developer.mozilla.org/en/docs/Web/API/AudioTrackList) to Kotlin
 */
public external abstract class AudioTrackList : EventTarget {
    open val length: Int
    open var onchange: ((Event) -> dynamic)?
    open var onaddtrack: ((TrackEvent) -> dynamic)?
    open var onremovetrack: ((TrackEvent) -> dynamic)?
    fun getTrackById(id: String): AudioTrack?
}

@kotlin.internal.InlineOnly
public inline operator fun AudioTrackList.get(index: Int): AudioTrack? = asDynamic()[index]

/**
 * Exposes the JavaScript
 [AudioTrack](https://developer.mozilla.org/en/docs/Web/API/AudioTrack) to Kotlin
 */
public external abstract class AudioTrack : UnionAudioTrackOrTextTrackOrVideoTrack {
    open val id: String
    open val kind: String
    open val label: String
    open val language: String
    open var enabled: Boolean
}

/**
 * Exposes
the JavaScript [VideoTrackList](https://developer.mozilla.org/en/docs/Web/API/VideoTrackList) to Kotlin

*public external abstract class VideoTrackList : EventTarget {
    val open val length: Int
    open val selectedIndex: Int
    open var onchange: ((Event) -> dynamic)?
    open var onaddtrack: ((TrackEvent) -> dynamic)?
    fun getTrackById(id: String): VideoTrack?
}

/* */
public external abstract class VideoTrackList : EventTarget {
    val open val length: Int
    open var onaddtrack: ((Event) -> dynamic)?
    fun getTrackById(id: String): VideoTrack?
}

/**
 * Exposes the JavaScript
 */
public external abstract class VideoTrack : UnionAudioTrackOrTextTrackOrVideoTrack {
    val id: String
    val kind: String
    val label: String
    val language: String
    var selected: Boolean
}

public external abstract class TextTrackList : EventTarget {
    open val length: Int
    open var onaddtrack: ((Event) -> dynamic)?
    open var onremovetrack: ((TrackEvent) -> dynamic)?
    fun getTrackById(id: String): TextTrack?
}

@kotlin.internal.InlineOnly
public inline operator fun TextTrackList.get(index: Int): TextTrack? = asDynamic()[index]

/**
 * Exposes the JavaScript
 */
public external abstract class TextTrack : EventTarget, UnionAudioTrackOrTextTrackOrVideoTrack {
    val kind: TextTrackKind
    val label: String
    val language: String
    val id: String
    val inBandMetadataTrackDispatchType: String
    var mode: TextTrackMode
    var oncuechange: ((Event) -> dynamic)?
    fun addCue(cue: TextTrackCue)
    fun removeCue(cue: TextTrackCue)
}

public external abstract class TextTrackCueList {
    open val length: Int
    fun getCueById(id: String): TextTrackCue?
}

@kotlin.internal.InlineOnly
public inline operator fun TextTrackCueList.get(index: Int): TextTrackCue? = asDynamic()[index]

/**
 * Exposes the JavaScript
 */
public external abstract class TimeRanges {
    open val length: Int
    fun start(index: Int): Double
    fun end(index: Int): Double
}

/**
 * Exposes the JavaScript
 */
public external open class TrackEvent(type: String, eventInitDict: TrackEventInit = definedExternally) : Event {
    val track: UnionAudioTrackOrTextTrackOrVideoTrack?

    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }
}

public external interface TrackEventInit : EventInit {
    var track: UnionAudioTrackOrTextTrackOrVideoTrack? /* = null */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["track"] = track
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable
    o["composed"] = composed
    return o
}

/**
 * Exposes the JavaScript
 */
public external abstract class HTMLMapElement : HTMLElement {
    var name: String
    val areas: HTMLCollection

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
    }
}
```kotlin
/**
 * Exposes the JavaScript `HTMLTableColElement` to Kotlin
 */
public external abstract class HTMLTableColElement : HTMLElement {
    open var span: Int
    open var align: String
    open var ch: String
    open var chOff: String
    open var vAlign: String
    open var width: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript `HTMLTableSectionElement` to Kotlin
 */
public external abstract class HTMLTableSectionElement : HTMLElement {
    open var rows: HTMLCollection
    open var align: String
    open var ch: String
    open var chOff: String
    open var vAlign: String
    fun insertRow(index: Int = definedExternally): HTMLElement
    fun deleteRow(index: Int)

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript `HTMLTableRowElement` to Kotlin
 */
public external abstract class HTMLTableRowElement : HTMLElement {
    open var rowIndex: Int
    open var sectionRowIndex: Int
    open var cells: HTMLCollection
    open var align: String
    open var ch: String
    open var chOff: String
    open var vAlign: String
    open var bgColor: String
    fun insertCell(index: Int = definedExternally): HTMLElement
    fun deleteCell(index: Int)

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript `HTMLTableCellElement` to Kotlin
 */
public external abstract class HTMLTableCellElement : HTMLElement {
    open var colSpan: Int
    open var rowSpan: Int
    open var headers: String
    open var cellIndex: Int
    open var scope: String
    open var abbr: String
    open var align: String
    open var axis: String
    open var height: String
    open var width: String
    open var ch: String
    open var chOff: String
    open var noWrap: Boolean
    open var vAlign: String
    open var bgColor: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}
DOCUMENT_FRAGMENT_NODE: Short
val NOTATION_NODE: Short
val DOCUMENT_POSITION_DISCONNECTED: Short
val DOCUMENT_POSITION_PRECEDING: Short
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINS: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short
val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short

*Exposes the JavaScript [HTMLFormElement](https://developer.mozilla.org/en/docs/Web/API/HTMLFormElement) to Kotlin*

```kotlin
public external abstract class HTMLFormElement : HTMLElement {
    open var acceptCharset: String
    open var action: String
    open var autocomplete: String
    open var enctype: String
    open var encoding: String
    open var method: String
    open var name: String
    open var noValidate: Boolean
    open var target: String
    open val elements: HTMLFormControlsCollection
    open val length: Int
    fun submit()
    fun reset()
    fun checkValidity(): Boolean
    fun reportValidity(): Boolean

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short

        @kotlin.internal.InlineOnly
        public inline operator fun HTMLFormElement.get(index: Int): Element? = asDynamic()[(index)\n        @kotlin.internal.InlineOnly
        public inline operator fun HTMLFormElement.get(name: String): UnionElementOrRadioNodeList? = asDynamic()[(name)\n
        /**
         * Exposes the JavaScript [HTMLLabelElement](https://developer.mozilla.org/en/docs/Web/API/HTMLLabelElement) to Kotlin*
         */
         public external abstract class HTMLLabelElement : HTMLElement {
            open val form: HTMLFormElement?
            open var htmlFor: String
            open val control: HTMLElement?

            companion object {
                val ELEMENT_NODE: Short
                val ATTRIBUTE_NODE: Short
                val TEXT_NODE: Short
                val CDATA_SECTION_NODE: Short
                val ENTITY_REFERENCE_NODE: Short
                val ENTITY_NODE: Short
                val PROCESSING_INSTRUCTION_NODE: Short
                val COMMENT_NODE: Short
                val DOCUMENT_NODE: Short
                val DOCUMENT_TYPE_NODE: Short
                val DOCUMENT_FRAGMENT_NODE: Short
                val NOTATION_NODE: Short
                val DOCUMENT_POSITION_DISCONNECTED: Short
                val DOCUMENT_POSITION_PRECEDING: Short
                val DOCUMENT_POSITION_FOLLOWING: Short
                val DOCUMENT_POSITION_CONTAINS: Short
                val DOCUMENT_POSITION_CONTAINED_BY: Short
                val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short

                @kotlin.internal.InlineOnly
                public inline operator fun HTMLLabelElement.get(index: Int): Element? = asDynamic()[(index)\n                @kotlin.internal.InlineOnly
                public inline operator fun HTMLLabelElement.get(name: String): UnionElementOrRadioNodeList? = asDynamic()[(name)\n
                /**
                 * Exposes the JavaScript [HTMLInputElement](https://developer.mozilla.org/en/docs/Web/API/HTMLInputElement) to Kotlin*
                 */
                 public external abstract class HTMLInputElement : HTMLElement {
                    open var accept: String
                    open var alt: String
                    open var autocomplete: String
                    open var autofocus: Boolean
                    open var defaultChecked: Boolean
                    open var checked: Boolean
                    open var dirName: String
                    open var disabled: Boolean
                    open val form: HTMLFormElement?
                    open val files: FileList?
                    open var formAction: String
                    open var formEnctype: String
                    open var formMethod: String
                    open var formNoValidate: Boolean
                    open var formTarget: String
                    open var height: Int
                    open var indeterminate: Boolean
                    open var inputMode: String
                    open val list: HTMLElement?
                    open var max: String
                    open var maxLength: Int
                    open var min: String
                    open var minLength: Int
                    open var multiple: Boolean
                    open var name: String
                    open var pattern: String
                    open var placeholder: String
                    open var readOnly: Boolean
                    open var required: Boolean
                    open var required: Boolean
                    open var size: Int
                    open var src: String
                    open var step: String
                    open var type: String
                    open var defaultValue: String
                    open var value: String
                    open var valueAsDate: dynamic
                    open var valueAsNumber: Double
                    open var width: Int
                    open val willValidate: Boolean
                    open val validity: ValidityState
                    open val validationMessage: String
                    open val willValidate: Boolean
```
val labels: NodeList
        open var selectionStart: Int?
        open var selectionEnd: Int?
        open var selectionDirection: String?
        open var align: String
        open var useMap: String
        fun stepUp(n: Int = definedExternally)
        fun stepDown(n: Int = definedExternally)
        fun checkValidity(): Boolean
        fun reportValidity(): Boolean
        fun setCustomValidity(error: String)
        fun select(n: Int = definedExternally)
        fun setRangeText(replacement: String)
        fun setRangeText(replacement: String, start: Int, end: Int)
        fun setSelectionRange(start: Int, end: Int, direction: String = definedExternally)

        companion object {
            val ELEMENT_NODE: Short
            val ATTRIBUTE_NODE: Short
            val TEXT_NODE: Short
            val CDATA_SECTION_NODE: Short
            val ENTITY_REFERENCE_NODE: Short
            val ENTITY_NODE: Short
            val PROCESSING_INSTRUCTION_NODE: Short
            val COMMENT_NODE: Short
            val DOCUMENT_NODE: Short
            val DOCUMENT_TYPE_NODE: Short
            val DOCUMENT_FRAGMENT_NODE: Short
            val NOTATION_NODE: Short
            val DOCUMENT_POSITION_DISCONNECTED: Short
            val DOCUMENT_POSITION_PRECEDING: Short
            val DOCUMENT_POSITION_FOLLOWING: Short
            val DOCUMENT_POSITION_CONTAINS: Short
            val DOCUMENT_POSITION_CONTAINED_BY: Short
            val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
        }

        /**
         * Exposes the JavaScript [HTMLButtonElement](https://developer.mozilla.org/en/docs/Web/API/HTMLButtonElement) to Kotlin
         */
        public external abstract class HTMLButtonElement : HTMLElement {
            open var autofocus: Boolean
            open var disabled: Boolean
            open val form: HTMLFormElement?
            open var formAction: String
            open var formEnctype: String
            open var formMethod: String
            open var formNoValidate: Boolean
            open var formTarget: String
            open var name: String
            open var type: String
            open var value: String
            open var menu: HTMLMenuElement?
            open val willValidate: Boolean
            open val validity: ValidityState
            open val validationMessage: String
            open val labels: NodeList
            fun checkValidity(): Boolean
            fun reportValidity(): Boolean
            fun setCustomValidity(error: String)

            companion object {
                val ELEMENT_NODE: Short
                val ATTRIBUTE_NODE: Short
                val TEXT_NODE: Short
                val CDATA_SECTION_NODE: Short
                val ENTITY_REFERENCE_NODE: Short
                val ENTITY_NODE: Short
                val PROCESSING_INSTRUCTION_NODE: Short
                val COMMENT_NODE: Short
                val DOCUMENT_NODE: Short
                val DOCUMENT_TYPE_NODE: Short
                val DOCUMENT_FRAGMENT_NODE: Short
                val NOTATION_NODE: Short
                val DOCUMENT_POSITION_DISCONNECTED: Short
                val DOCUMENT_POSITION_PRECEDING: Short
                val DOCUMENT_POSITION_FOLLOWING: Short
                val DOCUMENT_POSITION_CONTAINS: Short
                val DOCUMENT_POSITION_CONTAINED_BY: Short
                val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
            }

            /**
             * Exposes the JavaScript [HTMLSelectElement](https://developer.mozilla.org/en/docs/Web/API/HTMLSelectElement) to Kotlin
             */
            public external abstract class HTMLSelectElement : HTMLElement, ItemArrayLike<Element> {
                open var autocomplete: String
                open var autofocus: Boolean
                open var disabled: Boolean
                open val form: HTMLFormElement?
                open var multiple: Boolean
                open var name: String
                open var required: Boolean
                open var size: Int
                open val type: String
                open val options: HTMLOptionsCollection
                override var length: Int
                open val selectedOptions: HTMLCollection
                open var selectedIndex: Int
                open var value: String
                open val willValidate: Boolean
                open val validity: ValidityState
                open val validationMessage: String
                open val labels: NodeList
                override fun item(index: Int): Element?

                companion object {
                    val ELEMENT_NODE: Short
                    val ATTRIBUTE_NODE: Short
                    val TEXT_NODE: Short
                    val CDATA_SECTION_NODE: Short
                    val ENTITY_REFERENCE_NODE: Short
                    val ENTITY_NODE: Short
                    val PROCESSING_INSTRUCTION_NODE: Short
                    val COMMENT_NODE: Short
                    val DOCUMENT_NODE: Short
                    val DOCUMENT_TYPE_NODE: Short
                }
            }

            fun namedItem(name: String): HTMLOptionElement?
            fun add(element: UnionHTMLOptGroupElementOrHTMLOptionElement, before: dynamic = definedExternally)
            fun remove(index: Int)
            fun checkValidity(): Boolean
            fun reportValidity(): Boolean
            fun setCustomValidity(error: String)
            fun override fun item(index: Int): Element?
            fun remove(index: Int)
        }
    }
}
**Open Source Used In DNAC Platform Frey**

```kotlin
open var autofocus: Boolean
open var cols: Int
open var dirName: String
open var disabled: Boolean
open val form: HTMLFormElement
open var inputMode: String
open var maxLength: Int
open var minLength: Int
open var name: String
open var placeholder: String
open var readOnly: Boolean
open var required: Boolean
open var rows: Int
open var wrap: String
open var type: String
open var defaultValue: String
open val textLength: Int
open var willValidate: Boolean
open var validationMessage: String
open val labels: NodeList
open var selectionStart: Int
open var selectionEnd: Int
open var selectionDirection: String
fun checkValidity(): Boolean
fun reportValidity(): Boolean
fun setCustomValidity(error: String)
fun setRangeText(replacement: String)
fun setRangeText(replacement: String, start: Int, end: Int)
fun setSelectionRange(start: Int, end: Int)

companion object {
val ELEMENT_NODE: Short
val ATTRIBUTE_NODE: Short
val TEXT_NODE: Short
val CDATA_SECTION_NODE: Short
val ENTITY_REFERENCE_NODE: Short
val ENTITY_NODE: Short
val PROCESSING_INSTRUCTION_NODE: Short
val DOCUMENT_NODE: Short
val DOCUMENT_TYPE_NODE: Short
val DOCUMENT_FRAGMENT_NODE: Short
val NOTATION_NODE: Short
val DOCUMENT_POSITION_DISCONNECTED: Short
val DOCUMENT_POSITION_PRECEDING: Short
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINS: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short
val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
}

/**
 * Exposes the JavaScript [HTMLKeygenElement](https://developer.mozilla.org/en/docs/Web/API/HTMLKeygenElement) to Kotlin
 */
public external abstract class HTMLKeygenElement : HTMLElement {
open var autofocus: Boolean
open var challenge: String
open var disabled: Boolean
open val form: HTMLFormElement?
open var keytype: String
open var name: String
open var type: String
open var validity: ValidityState
open var validationMessage: String
open var labels: NodeList
fun checkValidity(): Boolean
fun reportValidity(): Boolean
fun setCustomValidity(error: String)

companion object {
val ELEMENT_NODE: Short
val ATTRIBUTE_NODE: Short
val TEXT_NODE: Short
val CDATA_SECTION_NODE: Short
val ENTITY_REFERENCE_NODE: Short
val ENTITY_NODE: Short
val PROCESSING_INSTRUCTION_NODE: Short
val DOCUMENT_NODE: Short
val DOCUMENT_TYPE_NODE: Short
val DOCUMENT_FRAGMENT_NODE: Short
val NOTATION_NODE: Short
val DOCUMENT_POSITION_DISCONNECTED: Short
val DOCUMENT_POSITION_PRECEDING: Short
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINS: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short
val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
}

/**
 * Exposes the JavaScript [HTMLOutputElement](https://developer.mozilla.org/en/docs/Web/API/HTMLOutputElement) to Kotlin
 */
public external abstract class HTMLOutputElement : HTMLElement {
open val htmlFor: DOMTokenList
open val form: HTMLFormElement?
open var name: String
open var type: String
open var defaultValue: String
open var value: String
open var validity: ValidityState
open var validationMessage: String
open var labels: NodeList
fun checkValidity(): Boolean
fun reportValidity(): Boolean
fun setCustomValidity(error: String)

companion object {
val ELEMENT_NODE: Short
val ATTRIBUTE_NODE: Short
val TEXT_NODE: Short
val CDATA_SECTION_NODE: Short
val ENTITY_REFERENCE_NODE: Short
val ENTITY_NODE: Short
val PROCESSING_INSTRUCTION_NODE: Short
val DOCUMENT_NODE: Short
val DOCUMENT_TYPE_NODE: Short
val DOCUMENT_FRAGMENT_NODE: Short
val NOTATION_NODE: Short
val DOCUMENT_POSITION_DISCONNECTED: Short
val DOCUMENT_POSITION_PRECEDING: Short
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINS: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short
val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
}

*/
```
/**
 * Exposes the JavaScript [HTMLProgressElement](https://developer.mozilla.org/en/docs/Web/API/HTMLProgressElement) to Kotlin
*/
public external abstract class HTMLProgressElement : HTMLElement {
    open var value: Double
    open var max: Double
    open val position: Double
    open val labels: NodeList

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }

/**
 * Exposes the JavaScript [HTMLMeterElement](https://developer.mozilla.org/en/docs/Web/API/HTMLMeterElement) to Kotlin
*/
public external abstract class HTMLMeterElement : HTMLElement {
    open var value: Double
    open var min: Double
    open var max: Double
    open var low: Double
    open var high: Double
    open var optimum: Double
    open val labels: NodeList

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }

/**
 * Exposes the JavaScript [HTMLFieldSetElement](https://developer.mozilla.org/en/docs/Web/API/HTMLFieldSetElement) to Kotlin
*/
public external abstract class HTMLFieldSetElement : HTMLElement {
    open var disabled: Boolean
    open val form: HTMLFormElement?
    open var name: String
    open val type: String
    open val elements: HTMLCollection
    open val willValidate: Boolean
    open val validity: ValidityState
    open val validationMessage: String
    fun checkValidity(): Boolean
    fun reportValidity(): Boolean
    fun setCustomValidity(error: String)

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }

/**
 * Exposes the JavaScript [HTMLLegendElement](https://developer.mozilla.org/en/docs/Web/API/HTMLLegendElement) to Kotlin
*/
public external abstract class HTMLLegendElement : HTMLElement {
    open val form: HTMLFormElement?
    open var align: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }

set(value) = definedExternally

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["relatedTarget"] = relatedTarget
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable
    o["composed"] = composed
    return o
}

/**
 * Exposes the JavaScript [HTMLDialogElement](https://developer.mozilla.org/en/docs/Web/API/HTMLDialogElement) to Kotlin
 */
public external abstract class HTMLDialogElement : HTMLElement {
    open var open: Boolean
    open var returnValue: String
    fun show(anchor: UnionElementOrMouseEvent = definedExternally)
    fun showModal(anchor: UnionElementOrMouseEvent = definedExternally)
    fun close(returnValue: String = definedExternally)

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
    }
}

/**
 * Exposes the JavaScript [HTMLScriptElement](https://developer.mozilla.org/en/docs/Web/API/HTMLScriptElement) to Kotlin
 */
public external abstract class HTMLScriptElement : HTMLElement, HTMLOrSVGScriptElement {
    open var src: String
    open var type: String
    open var charset: String
    open var async: Boolean
    open var defer: Boolean
    open var crossOrigin: String
    open var text: String
    open var nonce: String
    open var htmlFor: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [HTMLTemplateElement](https://developer.mozilla.org/en/docs/Web/API/HTMLTemplateElement) to Kotlin
 */
public external abstract class HTMLTemplateElement : HTMLElement {
    open val content: DocumentFragment

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [HTMLSlotElement](https://developer.mozilla.org/en/docs/Web/API/HTMLSlotElement) to Kotlin
 */
public external abstract class HTMLSlotElement : HTMLElement {
    open var name: String
    fun assignedNodes(options: AssignedNodesOptions = definedExternally): Array<Node>

    companion object {

Custom Data Array (CDATA) Node: Short

val ENTITY_REFERENCE_NODE: Short
val ENTITY_NODE: Short
val PROCESSING_INSTRUCTION_NODE: Short
val COMMENT_NODE: Short
val DOCUMENT_NODE: Short
val DOCUMENT_TYPE_NODE: Short
val DOCUMENT_FRAGMENT_NODE: Short
val NOTATION_NODE: Short
val DOCUMENT_POSITION_DISCONNECTED: Short
val DOCUMENT_POSITION_PRECEDING: Short
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINS: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short
val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short

public external interface AssignedNodesOptions {
    var flatten: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun AssignedNodesOptions(flatten: Boolean? = false): AssignedNodesOptions {
    val o = js("({})")
    o["flatten"] = flatten
    return o
}

/**
 * Exposes the JavaScript [HTMLCanvasElement](https://developer.mozilla.org/en/docs/Web/API/HTMLCanvasElement) to Kotlin */
public external abstract class HTMLCanvasElement : HTMLElement, CanvasImageSource, TexImageSource {
    open var width: Int
    open var height: Int
    fun getContext(contextId: String, vararg arguments: Any?): RenderingContext?
    fun toDataURL(type: String = definedExternally, quality: Any? = definedExternally): String
    fun toBlob(_callback: (Blob?) -> Unit, type: String = definedExternally, quality: Any? = definedExternally)

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

public external interface CanvasRenderingContext2DSettings {
    var alpha: Boolean? /* = true */
        get() = definedExternally

set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun CanvasRenderingContext2DSettings(alpha: Boolean? = true): CanvasRenderingContext2DSettings {
    val o = js("({})")
    o["alpha"] = alpha
    return o
}

/**
 * Exposes the JavaScript [CanvasRenderingContext2D](https://developer.mozilla.org/en/docs/Web/API/CanvasRenderingContext2D) to Kotlin */
public external abstract class CanvasRenderingContext2D : CanvasState, CanvasTransform, CanvasCompositing, CanvasImageSmoothing, CanvasFillStrokeStyles, CanvasShadowStyles, CanvasFilters, CanvasRect, CanvasDrawPath, CanvasUserInterface, CanvasText, CanvasDrawImage, CanvasHitRegion, CanvasImageData, CanvasPathDrawingStyles, CanvasTextDrawingStyles, CanvasPath, RenderingContext {
open val canvas: HTMLCanvasElement
}

public external interface CanvasState {
    fun save()
    fun restore()
}

public external interface CanvasTransform {
    fun scale(x: Double, y: Double)
    fun rotate(angle: Double)
    fun translate(x: Double, y: Double)
    fun transform(a: Double, b: Double, c: Double, d: Double, e: Double, f: Double)
    fun getTransform(): DOMMatrix
    fun setTransform(a: Double, b: Double, c: Double, d: Double, e: Double, f: Double)
    fun setTransform(transform: dynamic = definedExternally)
    fun resetTransform()
}

public external interface CanvasCompositing {
    var globalAlpha: Double
    var globalCompositeOperation: String
}

public external interface CanvasImageSmoothing {
    var imageSmoothingEnabled: Boolean
    var imageSmoothingQuality: ImageSmoothingQuality
}

public external interface CanvasFillStrokeStyles {
    var strokeStyle: dynamic
        get() = definedExternally
        set(value) = definedExternally
    var fillStyle: dynamic
        get() = definedExternally
        set(value) = definedExternally
}

fun createLinearGradient(x0: Double, y0: Double, x1: Double, y1: Double): CanvasGradient
fun createRadialGradient(x0: Double, y0: Double, r0: Double, x1: Double, y1: Double, r1: Double): CanvasGradient
fun createPattern(image: CanvasImageSource, repetition: String): CanvasPattern
DataTransferItemList
open val types: Array<String>
open val files: FileList
fun setDragImage(image: Element, x: Int, y: Int)
fun getDATA(format: String): String
fun setData(format: String, data: String)
fun clearData(format: String = definedExternally)

Exposes the JavaScript [DataTransferItemList](https://developer.mozilla.org/en/docs/Web/API/DataTransferItemList) to Kotlin in *an*public external abstract class DataTransferItemList
open val openval length: Int
open val add(data: String, type: String): DataTransferItem?
open val add(data: File): DataTransferItem?
fun remove(index: Int)
fun clear():

DataTransferItem
open val kind: String
open val type: String
fun getAsString(_, callback: ((String) -> Unit)?)
fun getAsFile(): File

Exposes the JavaScript [DataTransferItem](https://developer.mozilla.org/en/docs/Web/API/DataTransferItem) to Kotlin in *an*public external abstract class DataTransferItem
open val dataTransfer: DataTransfer?

Companion object:
val NONE: Short
val CAPTURING_PHASE: Short
val AT_TARGET: Short
val BUBBLING_PHASE: Short

DataTransferInit:

Exposes the JavaScript [DragEvent](https://developer.mozilla.org/en/docs/Web/API/DragEvent) to Kotlin in *an*public external abstract class DragEvent
type: String, initDict: DragEventInit = definedExternally)

DragEvent:
val dataTransfer: DataTransfer?

External class DragEventInit: MouseEventInit

Exposes the JavaScript [Window](https://developer.mozilla.org/en/docs/Web/API/Window) to Kotlin in *an*public external abstract class Window
open val opener: Any?

fun open(url: String = definedExternally, target: String = definedExternally, features: String = definedExternally): Window?
fun alert(message: String)
fun confirm(message: String)
fun prompt(message: String, default: String = definedExternally): String?
fun print()
fun requestAnimationFrame(callback: (Double) -> Unit): Int?
fun postMessage(message: Any?, targetOrigin: String, transfer: Array<dynamic> = definedExternally)
fun captureEvents()
fun releaseEvents()
fun matchMedia(query: String): MediaQueryList
fun moveTo(x: Int, y: Int)
fun moveBy(x: Int, y: Int)
fun resizeTo(x: Int, y: Int)
fun resizeBy(x: Int, y: Int)
fun scroll(x: Double, y: Double)
fun scrollBy(x: Double, y: Double)
fun scrollRestoration
fun getComputedStyle(elt: Element, pseudoElt: String) : CSSStyleDeclaration

@kotlin.internal.InlineOnly
public inline operator fun Window.get(name: String): dynamic = asDynamic()[name]

public external abstract class BarProp {
    open val visible: Boolean
}

/**
 * Exposes the JavaScript History to Kotlin
 */
public external abstract class History {
    open val length: Int
    open var scrollRestoration: ScrollRestoration
    open val state: Any?
    fun go(delta: Int = definedExternally)
    fun back()
    fun forward()
    fun pushState(data: Any?, title: String, url: String? = definedExternally)
    fun replaceState(data: Any?, title: String, url: String? = definedExternally)
}

/**
 * Exposes the JavaScript Location to Kotlin
 */
public external abstract class Location {
    open var href: String
    open val origin: String
    open var protocol: String
    open var host: String
    open var hostname: String
    open var port: String
    open var pathname: String
    open var search: String
    open var ancestorOrigins: Array<out String>
    fun assign(url: String)
    fun replace(url: String)
    fun reload()
}

/**
 * Exposes the JavaScript PageTransitionEvent to Kotlin
 */
public external open class PageTransitionEvent(type: String, eventInitDict: PageTransitionEventInit = definedExternally) : Event {
    open val persisted: Boolean
    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }
}

public external interface PageTransitionEventInit : EventInit {
    var persisted: Boolean? /* = false */
}

@kotlin.internal.InlineOnly
public inline fun PageTransitionEventInit(persisted: Boolean? = false): PageTransitionEventInit {
    val o = js("({})")
    o["persisted"] = persisted
    return o
}

/**
 * Exposes the JavaScript HashChangeEvent to Kotlin
 */
public external open class HashChangeEvent(type: String, eventInitDict: HashChangeEventInit = definedExternally) : Event {
    open val oldURL: String
    open val newURL: String
    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }
}

public external interface HashChangeEventInit : EventInit {
    var oldURL: String? /* = "" */
    var newURL: String? /* = "" */
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["oldURL"] = oldURL
    o["newURL"] = newURL
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable
    o["composed"] = composed
    return o
}

/**
 * Exposes the JavaScript PageTransitionEvent to Kotlin
 */
public external open class PageTransitionEvent(type: String, eventInitDict: PageTransitionEventInit = definedExternally) : Event {
    open val persisted: Boolean
    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }
}

public external interface PageTransitionEventInit : EventInit {
    var persisted: Boolean? /* = false */
}

@kotlin.internal.InlineOnly
public inline fun PageTransitionEventInit(persisted: Boolean? = false): PageTransitionEventInit {
    val o = js("({})")
    o["persisted"] = persisted
    return o
}
set(value) = definedExternally
    var onresize: ((Event) -> dynamic)?
        get() = definedExternally
        set(value) = definedExternally
    var onscroll: ((Event) -> dynamic)?
        get() = definedExternally
        set(value) = definedExternally
    var onseeked: ((Event) -> dynamic)?
        get() = definedExternally
        set(value) = definedExternally
    var onseeking: ((Event) -> dynamic)?
        get() = definedExternally
        set(value) = definedExternally
    var onselect: ((Event) -> dynamic)?
        get() = definedExternally
        set(value) = definedExternally
    var onshow: ((Event) -> dynamic)?
        get() = definedExternally
        set(value) = definedExternally
    var onstalled: ((Event) -> dynamic)?
        get() = definedExternally
        set(value) = definedExternally
    var onsubmit: ((Event) -> dynamic)?
        get() = definedExternally
        set(value) = definedExternally
    var onsuspend: ((Event) -> dynamic)?
        get() = definedExternally
        set(value) = definedExternally
    var ontimeupdate: ((Event) -> dynamic)?
        get() = definedExternally
        set(value) = definedExternally
    var ontoggle: ((Event) -> dynamic)?
        get() = definedExternally
        set(value) = definedExternally
    var onvolumechange: ((Event) -> dynamic)?
        get() = definedExternally
        set(value) = definedExternally
    var onwaiting: ((Event) -> dynamic)?
        get() = definedExternally
        set(value) = definedExternally
    var ongotpointercapture: ((PointerEvent) -> dynamic)?
        get() = definedExternally
        set(value) = definedExternally
    var onlostpointercapture: ((PointerEvent) -> dynamic)?
        get() = definedExternally
        set(value) = definedExternally
        var onpointermove: ((PointerEvent) -> dynamic)?
            get() = definedExternally
            set(value) = definedExternally
        var onpointerup: ((PointerEvent) -> dynamic)?
            get() = definedExternally
            set(value) = definedExternally
        var onpointercancel: ((PointerEvent) -> dynamic)?
            get() = definedExternally
            set(value) = definedExternally
        var onpointerdown: ((PointerEvent) -> dynamic)?
            get() = definedExternally
            set(value) = definedExternally
        var onpointermove: ((PointerEvent) -> dynamic)?
            get() = definedExternally
            set(value) = definedExternally
        var onpointerover: ((PointerEvent) -> dynamic)?
            get() = definedExternally
            set(value) = definedExternally
        var onpointerout: ((PointerEvent) -> dynamic)?
            get() = definedExternally
            set(value) = definedExternally
        var onpointerenter: ((PointerEvent) -> dynamic)?
            get() = definedExternally
            set(value) = definedExternally
        var onpointerleave: ((PointerEvent) -> dynamic)?
            get() = definedExternally
            set(value) = definedExternally
        var onafterprint: ((Event) -> dynamic)?
            get() = definedExternally
            set(value) = definedExternally
        var onbeforeprint: ((Event) -> dynamic)?
            get() = definedExternally
            set(value) = definedExternally
        var onbeforeunload: ((BeforeUnloadEvent) -> dynamic)?
            get() = definedExternally
            set(value) = definedExternally
        var onhashchange: ((HashChangeEvent) -> dynamic)?
            get() = definedExternally
            set(value) = definedExternally
        var onlanguagechange: ((Event) -> dynamic)?
            get() = definedExternally
            set(value) = definedExternally
        var onmessage: ((MessageEvent) -> dynamic)?
            get() = definedExternally
            set(value) = definedExternally
        var onoffline: ((Event) -> dynamic)?
            get() = definedExternally
            set(value) = definedExternally
        var ononline: ((Event) -> dynamic)?
            get() = definedExternally
            set(value) = definedExternally
        var onpopstate: ((PopStateEvent) -> dynamic)?
            get() = definedExternally
            set(value) = definedExternally
        var onstorage: ((StorageEvent) -> dynamic)?
            get() = definedExternally
            set(value) = definedExternally
        var onunhandledrejection: ((PromiseRejectionEvent) -> dynamic)?
            get() = definedExternally
            set(value) = definedExternally
        var onunhandledrejection: ((PromiseRejectionEvent) -> dynamic)?
            get() = definedExternally
            set(value) = definedExternally
        var oncopy: ((ClipboardEvent) -> dynamic)?
            get() = definedExternally
            set(value) = definedExternally
        var onpaste: ((ClipboardEvent) -> dynamic)?
            get() = definedExternally
            set(value) = definedExternally

Open Source Used In DNAC Platform Frey 2449
[MimeType](https://developer.mozilla.org/en/docs/Web/API/MimeType) to Kotlin

```kotlin
public external abstract class MimeType {
    open val type: String
    open val description: String
    open val suffixes: String
    open
    val enabledPlugin: Plugin
}

/**
 * Exposes the JavaScript

[ImageBitmap](https://developer.mozilla.org/en/docs/Web/API/ImageBitmap) to Kotlin

```kotlin
public external abstract class ImageBitmap : CanvasImageSource, TexImageSource {
    open val width: Int
    open val height:
    Int
    fun close()
}

public external interface ImageBitmapOptions {
    var imageOrientation: ImageOrientation? /* = ImageOrientation.NONE */
        get() = definedExternally
        set(value) = definedExternally
    var premultiplyAlpha: PremultiplyAlpha? /* = PremultiplyAlpha.DEFAULT */
        get() = definedExternally
        set(value) = definedExternally
    var colorSpaceConversion: ColorSpaceConversion? /* = ColorSpaceConversion.DEFAULT */
        get() = definedExternally
        set(value) = definedExternally
    var resizeWidth: Int?
        get() = definedExternally
        set(value) = definedExternally
    var resizeHeight: Int?
        get() = definedExternally
        set(value) = definedExternally
    var resizeQuality: ResizeQuality? /* = ResizeQuality.LOW */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["imageOrientation"] = imageOrientation
    o["premultiplyAlpha"] = premultiplyAlpha
    o["colorSpaceConversion"] = colorSpaceConversion
    o["resizeWidth"] = resizeWidth
    o["resizeHeight"] = resizeHeight
    o["resizeQuality"] = resizeQuality
    return o
}

/**
 * Exposes the JavaScript

[MessageEvent](https://developer.mozilla.org/en/docs/Web/API/MessageEvent) to Kotlin

```kotlin
public external open class MessageEvent(type: String, eventInitDict: MessageEventInit = definedExternally) : Event {
    open val data:
    Any?
    open val origin: String
    open val lastEventId: String
    open val source: UnionMessagePortOrWindowProxy?
    open val ports: Array<MessagePort>
    fun initMessageEvent(type: String, bubbles: Boolean, cancelable: Boolean, data: Any?, origin: String, lastEventId: String, source: UnionMessagePortOrWindowProxy?, ports: Array<MessagePort>)

    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }

public external interface MessageEventInit : EventInit {
    var data: Any? /* = null */
        get() = definedExternally
        set(value) = definedExternally
    var origin: String? /* = "" */
        get() = definedExternally
        set(value) = definedExternally
    var lastEventId: String? /* = "" */
        get() = definedExternally
        set(value) = definedExternally
    var source: UnionMessagePortOrWindowProxy? /* = null */
        get() = definedExternally
        set(value) = definedExternally
    var ports: Array<MessagePort>? /* = arrayOf() */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly

/**
 * Exposes the JavaScript

[EventSource](https://developer.mozilla.org/en/docs/Web/API/EventSource) to Kotlin

```kotlin
public external open class EventSource(url: String, eventSourceInitDict: EventSourceInit = definedExternally) : EventTarget {
    open
    val url: String
    open val withCredentials: Boolean
    open val readyState: Short
    var onopen: ((Event) -> dynamic)?
    var onmessage: ((MessageEvent) -> dynamic)?
    var onerror: ((Event) -> dynamic)?
    fun close()

    companion object {
        val CONNECTING: Short
        val OPEN: Short
        val CLOSED:
    }

public external interface EventSourceInit {
    var withCredentials: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
}
```

```kotlin
@kotlin.internal.InlineOnly
public inline fun EventSourceInit(withCredentials: Boolean? = false): EventSourceInit {
    val o = js("({})")
    o["withCredentials"] = withCredentials
    return o
}
```

```kotlin
/**
 * Exposes the JavaScript

Open Source Used In DNAC Platform Frey 2451
```
```kotlin
import {withCredentials} from './class'

/**
 * Exposes the JavaScript [WebSocket](https://developer.mozilla.org/en/docs/Web/API/WebSocket) to Kotlin
 */
public external open class WebSocket(url: String, protocols: dynamic = definedExternally) : EventTarget {
    open val url: String
    open val readyState: Short
    open val bufferedAmount: Number
    var onopen: ((Event) -> dynamic)?
    var onerror: ((Event) -> dynamic)?
    var onclose: ((Event) -> dynamic)?
    open val extensions: String
    open val protocol: String
    var onmessage: ((MessageEvent) -> dynamic)?
    var binaryType: BinaryType
    fun close(code: Short = definedExternally, reason: String = definedExternally)
    fun send(data: String)
    fun send(data: ArrayBuffer)
    fun send(data: ArrayBufferView)
    companion object {
        val CONNECTING: Short
        val OPEN: Short
        val CLOSING: Short
        val CLOSED: Short
    }
}

/**
 * Exposes the JavaScript [CloseEvent](https://developer.mozilla.org/en/docs/Web/API/CloseEvent) to Kotlin
 */
public external open class CloseEvent(type: String, eventInitDict: CloseEventInit = definedExternally) : Event {
    open val wasClean: Boolean
    open val code: Short
    open val reason: String

    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }
}

public external interface CloseEventInit : EventInit {
    var wasClean: Boolean? /* = false */
    get() = definedExternally
    set(value) = definedExternally
    var code: Short? /* = 0 */
    get() = definedExternally
    set(value) = definedExternally
    var reason: String? /* = "" */
    get() = definedExternally
    set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["wasClean"] = wasClean
    o["code"] = code
    o["reason"] = reason
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable
    o["composed"] = composed
    return o
}

/**
 * Exposes the JavaScript [MessageChannel](https://developer.mozilla.org/en/docs/Web/API/MessageChannel) to Kotlin
 */
public external open class MessageChannel {
    open val port1: MessagePort
    open val port2: MessagePort
}

/**
 * Exposes the JavaScript [MessagePort](https://developer.mozilla.org/en/docs/Web/API/MessagePort) to Kotlin
 */
public external abstract class MessagePort : EventTarget, UnionMessagePortOrWindowProxy, UnionMessagePortOrServiceWorker, UnionClientOrMessagePortOrServiceWorker {
    open var onmessage: ((MessageEvent) -> dynamic)?
    fun postMessage(message: Any?, transfer: Array<dynamic> = definedExternally)
    fun start()
    fun close()
}

/**
 * Exposes the JavaScript [BroadcastChannel](https://developer.mozilla.org/en/docs/Web/API/BroadcastChannel) to Kotlin
 */
public external open class BroadcastChannel(name: String) : EventTarget {
    open val name: String
    var onmessage: ((MessageEvent) -> dynamic)?
    fun postMessage(message: Any?)
    fun close()
}

/**
 * Exposes the JavaScript [WorkerGlobalScope](https://developer.mozilla.org/en/docs/Web/API/WorkerGlobalScope) to Kotlin
 */
public external abstract class WorkerGlobalScope : EventTarget, WindowOrWorkerGlobalScope, GlobalPerformance {
    open val self: WorkerGlobalScope
    open val location: WorkerLocation
    open val navigator: WorkerNavigator
    open var onerror: ((dynamic, String, Int, Int, Any?) -> dynamic)?
    open var onlanguagechange: ((Event) -> dynamic)?
    open var ononline: ((Event) -> dynamic)?
    open var onrejectionhandled: ((PromiseRejectionEvent) -> dynamic)?
    fun importScripts(vararg urls: String)
}

/**
 * Exposes the JavaScript [DedicatedWorkerGlobalScope](https://developer.mozilla.org/en/docs/Web/API/DedicatedWorkerGlobalScope) to Kotlin
 */
public external abstract class DedicatedWorkerGlobalScope : WorkerGlobalScope {
    open var onmessage: ((MessageEvent) -> dynamic)?
    fun postMessage(message: Any?, transfer: Array<dynamic> = definedExternally)
    fun close()
}

/**
 * Exposes the JavaScript [SharedWorkerGlobalScope](https://developer.mozilla.org/en/docs/Web/API/SharedWorkerGlobalScope) to Kotlin
 */
public external abstract class SharedWorkerGlobalScope : WorkerGlobalScope {
    open val name: String
    open val applicationCache: ApplicationCache
    open var onconnect: ((Event) -> dynamic)?
    fun close()
}

/**
 * Exposes the JavaScript [AbstractWorker](https://developer.mozilla.org/en/docs/Web/API/AbstractWorker) to Kotlin
 */
public external abstract class AbstractWorker : WorkerGlobalScope {
    open var onmessage: ((MessageEvent) -> dynamic)?
    fun postMessage(message: Any?, transfer: Array<dynamic> = definedExternally)
    fun close()
}
```

Open Source Used In DNAC Platform Frey 2452
interface AbstractWorker {
    var onerror: ((Event) -> dynamic)?
        get() = definedExternally
        set(value) = definedExternally
}

/**
 * Exposes the JavaScript [Worker](https://developer.mozilla.org/en/docs/Web/API/Worker) to Kotlin
 */
public external open class Worker(scriptURL: String, options: WorkerOptions = definedExternally) : EventTarget, AbstractWorker {
    var onmessage: ((MessageEvent) -> dynamic)?
    override var onerror: ((Event) -> dynamic)?
        get() = definedExternally
        set(value) = definedExternally
    fun terminate()
    fun postMessage(message: Any?, transfer: Array<dynamic> = definedExternally)
}

public external interface WorkerOptions {
    var type: WorkerType? /* = WorkerType.CLASSIC */
        get() = definedExternally
        set(value) = definedExternally
    var credentials: RequestCredentials? /* = RequestCredentials.OMIT */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun WorkerOptions(type: WorkerType? = WorkerType.CLASSIC, credentials: RequestCredentials? = RequestCredentials.OMIT): WorkerOptions {
    val o = js("({})")
    o["type"] = type
    o["credentials"] = credentials
    return o
}

/**
 * Exposes the JavaScript [SharedWorker](https://developer.mozilla.org/en/docs/Web/API/SharedWorker) to Kotlin
 */
public external open class SharedWorker(scriptURL: String, name: String = definedExternally, options: WorkerOptions = definedExternally) : EventTarget, AbstractWorker {
    open val port: MessagePort
    override var onerror: ((Event) -> dynamic)?
}

/**
 * Exposes the JavaScript [NavigatorConcurrentHardware](https://developer.mozilla.org/en/docs/Web/API/NavigatorConcurrentHardware) to Kotlin
 */
public external interface NavigatorConcurrentHardware {
    val hardwareConcurrency: Number
}

/**
 * Exposes the JavaScript [WorkerNavigator](https://developer.mozilla.org/en/docs/Web/API/WorkerNavigator) to Kotlin
 */
public external abstract class WorkerNavigator : NavigatorID, NavigatorLanguage, NavigatorOnLine, NavigatorConcurrentHardware {
    open val serviceWorker: ServiceWorkerContainer
}

/**
 * Exposes the JavaScript [WorkerLocation](https://developer.mozilla.org/en/docs/Web/API/WorkerLocation) to Kotlin
 */
public external abstract class WorkerLocation {
    open val href: String
    open val origin: String
    open val protocol: String
    open val host: String
    open val hostname: String
    open val port: String
    open val pathname: String
    open val search: String
    open val hash: String
}

/**
 * Exposes the JavaScript [Storage](https://developer.mozilla.org/en/docs/Web/API/Storage) to Kotlin
 */
public external abstract class Storage {
    open val length: Int
    fun key(index: Int): String?
    fun removeItem(key: String)
    fun clear()
    fun getItem(key: String): String?
    fun setItem(key: String, value: String)
}

@kotlin.internal.InlineOnly
public inline operator fun Storage.get(key: String): String? = asDynamic()[key]

@kotlin.internal.InlineOnly
public inline operator fun Storage.set(key: String, value: String) {
    asDynamic()[key] = value
}

/**
 * Exposes the JavaScript [WindowSessionStorage](https://developer.mozilla.org/en/docs/Web/API/WindowSessionStorage) to Kotlin
 */
public external interface WindowSessionStorage {
    val sessionStorage: Storage
}

/**
 * Exposes the JavaScript [WindowLocalStorage](https://developer.mozilla.org/en/docs/Web/API/WindowLocalStorage) to Kotlin
 */
public external interface WindowLocalStorage {
    val localStorage: Storage
}

/**
 * Exposes the JavaScript [StorageEvent](https://developer.mozilla.org/en/docs/Web/API/StorageEvent) to Kotlin
 */
public external open class StorageEvent(type: String, eventInitDict: StorageEventInit = definedExternally) : Event {
    open val key: String?
    open val oldValue: String?
    open val newValue: String?
    open val url: String?
    open val storageArea: Storage?
    open val companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
    }
}

public external interface StorageEventInit : EventInit {
    var key: String? /* = null */
        get() = definedExternally
        set(value) = definedExternally
    var oldValue: String? /* = null */
        get() = definedExternally
        set(value) = definedExternally
    var newValue: String? /* = null */
        get() = definedExternally
        set(value) = definedExternally
    var url: String? /* = null */
        get() = definedExternally
        set(value) = definedExternally
    var storageArea: Storage? /* = null */
        get() = definedExternally
        set(value) = definedExternally
}

/**
 * Exposes the JavaScript [WorkerLocation](https://developer.mozilla.org/en/docs/Web/API/WorkerLocation) to Kotlin
 */
public external abstract class WorkerLocation {
    open val href: String
    open val origin: String
    open val protocol: String
    open val host: String
    open val hostname: String
    open val port: String
    open val pathname: String
    open val search: String
    open val hash: String
}

/**
 * Exposes the JavaScript [Storage](https://developer.mozilla.org/en/docs/Web/API/Storage) to Kotlin
 */
public external abstract class Storage {
    open val length: Int
    fun key(index: Int): String?
    fun removeItem(key: String)
    fun clear()
    fun getItem(key: String): String?
    fun setItem(key: String, value: String)
}

@kotlin.internal.InlineOnly
public inline operator fun Storage.get(key: String): String? = asDynamic()[key]

@kotlin.internal.InlineOnly
public inline operator fun Storage.set(key: String, value: String) {
    asDynamic()[key] = value
}
    val o =
    o["key"] = key
    o["oldValue"] = oldValue
    o["newValue"] = newValue
    o["url"] =
    o["storageArea"] = storageArea
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable
    o["composed"] = composed
    return o
}

public external abstract class HTMLAppletElement : HTMLElement {
    open var align: String
    open var alt: String
    open var archive: String
    open var code:
    open var codeBase: String
    open var height: String
    open var hspace: Int
    open var name:
    open var _object: String
    open var vspace: Int
    open var width: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [HTMLMarqueeElement](https://developer.mozilla.org/en/docs/Web/API/HTMLMarqueeElement) to Kotlin
 */
public external abstract class HTMLMarqueeElement : HTMLElement {
    open var behavior: String
    open
    open var bgColor: String
    open var direction: String
    open var height: String
    open var hspace: Int
    open var loop: Int
    open var scrollAmount: Int
    open var scrollDelay: Int
    open var trueSpeed: Boolean
    open var
template
    open var vspace: Int
    open var width: String
    fun start()
    fun stop()

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [HTMLFrameSetElement](https://developer.mozilla.org/en/docs/Web/API/HTMLFrameSetElement) to Kotlin
 */
public external abstract class HTMLFrameSetElement : HTMLElement, WindowEventHandlers {
    open var
cols: String
    open var rows: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

public external abstract class HTMLFrameElement : HTMLElement {
    open var name: String
    open var scrolling: String
    open var src:
    open var frameborder: String
    open var longdesc: String
    open var noresize: Boolean
    open val
contentDocument: Document?
    open val contentWindow: Window?
    open var marginheight: String
    open var marginwidth: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
    }
}
definedExternally

public inline fun EventListenerOptions(capture: Boolean? = false): EventListenerOptions {
    var o = js("{}")
    o["capture"] = capture
    return o
}

public external interface AddEventListenerOptions : EventListenerOptions {
    var passive: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var once: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
}

public external interface NonElementParentNode {
    fun getElementById(elementId: String): Element?
}

/**
 * Exposes the JavaScript [DocumentOrShadowRoot](https://developer.mozilla.org/en/docs/Web/API/DocumentOrShadowRoot) to Kotlin
 */
public external interface DocumentOrShadowRoot {
    val fullscreenElement: Element?
        get() = definedExternally
}

/**
 * Exposes the JavaScript [ParentNode](https://developer.mozilla.org/en/docs/Web/API/ParentNode) to Kotlin
 */
public external interface ParentNode {
    val children: HTMLCollection
    val firstElementChild: Element?
        get() = definedExternally
    val lastElementChild: Element?
        get() = definedExternally
    val childElementCount: Int
    fun prepend(vararg nodes: dynamic)
    fun append(vararg nodes: dynamic)
    fun querySelector(selectors: String): Element?
    fun querySelectorAll(selectors: String): NodeList
}

/**
 * Exposes the JavaScript [Slotable](https://developer.mozilla.org/en/docs/Web/API/Slotable) to Kotlin
 */
public external interface Slotable {
    val assignedSlot: HTMLSlotElement?
        get() = definedExternally
}

/**
 * Exposes the JavaScript [NodeList](https://developer.mozilla.org/en/docs/Web/API/NodeList) to Kotlin
 */
public external abstract class NodeList : ItemArrayLike<Node> {
    override fun item(index: Int): Node?
}

@kotlin.internal.InlineOnly

/**
 * Exposes the JavaScript [MutationObserver](https://developer.mozilla.org/en/docs/Web/API/MutationObserver) to Kotlin
 */
public external open class MutationObserver(callback: (Array<MutationRecord>, MutationObserver) -> Unit) {
    fun observe(target: Node, options: MutationObserverInit = definedExternally)
    fun disconnect()
    fun takeRecords(): Array<MutationRecord>
}

/**
 * Exposes the JavaScript [MutationObserverInit](https://developer.mozilla.org/en/docs/Web/API/MutationObserverInit) to Kotlin
 */
public external interface MutationObserverInit {
    var childList: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var attributes: Boolean? get() = definedExternally
        set(value) = definedExternally
    var characterData: Boolean? get() = definedExternally
        set(value) = definedExternally
    var subtree: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var attributeOldValue: Boolean? get() = definedExternally
        set(value) = definedExternally
    var characterDataOldValue: Boolean? get() = definedExternally
    var attributeFilter: Array<String>? get() = definedExternally
        set(value) = definedExternally
}

val

@kotlin.internal.InlineOnly
public inline operator fun NodeList.get(index: Int): Element? = asDynamic()[index]

@kotlin.internal.InlineOnly
public inline operator fun NodeList.get(name: String): Element? = asDynamic()[name]
    val o = js("({})")
    o["childList"] = childList
    o["attributes"] = attributes
    o["characterData"] = characterData
    o["subtree"] = subtree
    o["attributeOldValue"] = attributeOldValue
    o["characterDataOldValue"] = characterDataOldValue
    o["attributeFilter"] = attributeFilter
    return o
}

/**
 * Exposes the JavaScript [MutationRecord](https://developer.mozilla.org/en/docs/Web/API/MutationRecord) to Kotlin
 */
public external abstract class MutationRecord {
    open val type: String
    open val target: Node
    open val addedNodes: NodeList
    open val removedNodes: NodeList
    open val previousSibling: Node?
    open val nextSibling: Node?
    open val attributeName: String?
    open val attributeNamespace: String?
    open val oldValue: String?
}

/**
 * Exposes the JavaScript [Node](https://developer.mozilla.org/en/docs/Web/API/Node) to Kotlin
 */
public external abstract class Node : EventTarget {
    open val nodeType: Short
    open val nodeName: String
    open val baseURI: String
    open val isConnected: Boolean
    open val ownerDocument: Document?
    open val parentNode: Node?
    open val parentElement: Element?
    open val childNodes: NodeList
    open val firstChild: Node?
    open val lastChild: Node?
    open val previousSibling: Node?
    open val nextSibling: Node?
    open var nodeValue: String?
    open var textContent: String?
    fun getRootNode(options: GetRootNodeOptions = definedExternally): Node
    fun hasChildNodes(): Boolean
    fun normalize(): Unit
    fun cloneNode(deep: Boolean = definedExternally): Node
    fun isEqualNode(otherNode: Node?): Boolean
    fun isSameNode(otherNode: Node?): Boolean
    fun compareDocumentPosition(other: Node): Short
    fun contains(other: Node?): Boolean
    fun lookupPrefix(namespace: String?): String?
    fun lookupNamespaceURI(prefix: String?): String?
    fun isDefaultNamespace(namespace: String?): Boolean
    fun insertBefore(node: Node, child: Node?): Node
    fun appendChild(node: Node): Node
    fun replaceChild(node: Node, child: Node): Node
    fun removeChild(child: Node): Node

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

public external interface GetRootNodeOptions {
    var composed: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun GetRootNodeOptions(composed: Boolean? = false): GetRootNodeOptions {
    val o = js("({})")
    o["composed"] = composed
    return o
}
var linkColor: String
var vlinkColor: String
var alinkColor: String
var bgColor: String
open val
anchors: HTMLCollection
open val applets: HTMLCollection
open val all: HTMLAllCollection
open val scrollingElement: Element?
open val styleSheets: StyleSheetList
open val rootElement: SVGSVGElem
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qualifiedName: String, options: ElementCreationOptions = definedExternally): Element

fun createDocumentFragment(): DocumentFragment

fun createTextNode(data: String): Text

fun createCDATASection(data: String): CDATASection

fun createComment(data: String): Comment

fun createProcessingInstruction(target: String, data: String):ProcessingInstruction

fun importNode(node: Node, deep: Boolean = definedExternally): Node

fun adoptNode(node: Node): Node

fun createAttribute(localName: String): Attr

fun createAttributeNS(namespace: String?, qualifiedName: String): Attr

fun createEvent("interface": String): Event

fun createRange(): Range


fun createNodeIterator(root: Node, whatToShow: Int = definedExternally, filter: ((Node) -> Short)? = definedExternally): NodeIterator

fun createTreeWalker(root: Node, whatToShow: Int = definedExternally, filter: NodeFilter? = definedExternally): TreeWalker

fun createTreeWalker(root: Node, whatToShow: Int = definedExternally, filter: ((Node) -> Short)? = definedExternally): TreeWalker

fun getElementsByName(elementName: String): NodeList

fun open(type: String = definedExternally, replace: String = definedExternally): Document

fun open(url: String, name: String, features: String): Window

fun close()

fun write(vararg text: String)

fun writeln(vararg text: String)

fun hasFocus(): Boolean

fun execCommand(commandId: String, showUI: Boolean = definedExternally, value: String = definedExternally): Boolean

fun queryCommandEnabled(commandId: String): Boolean

fun queryCommandIndeterm(commandId: String): Boolean

fun queryCommandState(commandId: String): Boolean

fun queryCommandSupported(commandId: String): Boolean

fun queryCommandValue(commandId: String): String

fun clear()

fun captureEvents()

fun releaseEvents()

fun elementFromPoint(x: Double, y: Double): Element?

fun elementsFromPoint(x: Double, y: Double): Array<Element>

fun caretPositionFromPoint(x: Double, y: Double): CaretPosition?


fun createTouchList(vararg touches: Touch): TouchList

fun exitFullscreen(): Promise<Unit>

fun getElementById(elementId: String): Element?

fun prepend(vararg nodes: dynamic)

fun append(vararg nodes: dynamic)

fun querySelector(selectors: String): Element?

fun querySelectorAll(selectors: String): NodeList

fun getBoxQuads(options: BoxQuadOptions /* = definedExternally */): Array<DOMQuad>

fun convertQuadFromNode(quad: dynamic, from: dynamic, options: ConvertCoordinateOptions /* = definedExternally */): DOMQuad

fun convertRectFromNode(rect: DOMRectReadOnly, from: dynamic, options: ConvertCoordinateOptions /* = definedExternally */): DOMQuad

fun convertPointFromNode(point: DOMPointInit, from: dynamic, options: ConvertCoordinateOptions /* = definedExternally */): DOMPoint

fun getElementsByTagName(elementName: String): NodeList

fun open(type: String = definedExternally, replace: String = definedExternally): Document

fun open(url: String, name: String, features: String): Window

fun close()

fun write(vararg text: String)

fun writeln(vararg text: String)

fun hasFocus(): Boolean

fun execCommand(commandId: String, showUI: Boolean = definedExternally, value: String = definedExternally): Boolean

fun queryCommandEnabled(commandId: String): Boolean

fun queryCommandIndeterm(commandId: String): Boolean

fun queryCommandState(commandId: String): Boolean

fun queryCommandSupported(commandId: String): Boolean

fun queryCommandValue(commandId: String): String

fun clear()

fun captureEvents()

fun releaseEvents()
Open Source Used In DNAC Platform Frey

```kotlin
/**
 * Exposes the JavaScript [Element](https://developer.mozilla.org/en/docs/Web/API/Element) to Kotlin
 */
public external abstract class Element : Node, ParentNode, NonDocumentTypeChildNode, ChildNode, Slotable, GeometryUtils,
UnionElementOrHTMLCollection, UnionElementOrRadioNodeList, UnionElementOrMouseEvent,
UnionElementOrProcessingInstruction {
    open val namespaceURI: String?
    open val prefix: String?
    open val localName
    open val tagName
    open var id
    open var className
    open val classList
    open var slot
    open val attributes
    open val shadowRoot
    open var scrollTop
    open var scrollLeft
    open val scrollWidth
    open val scrollHeight
    open var clientTop
    open var clientLeft
    open val clientWidth
    open val clientHeight
    open var innerHTML
    open var outerHTML

    fun hasAttributes(): Boolean
    fun getAttributeNames(): Array<String>
    fun getAttribute(qualifiedName: String): String?
    fun getAttributeNS(namespace: String?, localName: String): String?
    fun setAttribute(qualifiedName: String, value: String)
    fun setAttributeNS(namespace: String?, qualifiedName: String, value: String)
    fun removeAttribute(qualifiedName: String)
    fun removeAttributeNS(namespace: String?, localName: String)
    fun hasAttribute(qualifiedName: String): Boolean
    fun hasAttributeNS(namespace: String?, localName: String): Boolean
    fun getAttributeNode(qualifiedName: String): Attr?
    fun getAttributeNodeNS(namespace: String?, localName: String): Attr?
    fun setAttributeNode(attr: Attr): Attr?
    fun setAttributeNodeNS(attr: Attr): Attr?
    fun attachShadow(init: ShadowRootInit): ShadowRoot
    fun closest(selectors: String): Element?
    fun matches(selectors: String): Boolean
    fun webkitMatchesSelector(selectors: String): Boolean
    fun getElementsByTagName(qualifiedName: String): HTMLCollection
    fun getElementsByTagNameNS(namespace: String?, localName: String): HTMLCollection
    fun getElementsByClassName(classNames: String): HTMLCollection
    fun insertAdjacentElement(where: String, element: Element): Element?
    fun insertAdjacentText(where: String, data: String)
    fun getClientRects(): Array<DOMRect>
    fun getBoundingClientRect(): DOMRect
    fun scrollIntoView()
    fun scrollIntoView(arg: dynamic)
    fun scrollTo(options: ScrollToOptions = definedExternally)
    fun scrollTo(x: Double, y: Double)
    fun scrollBy(options: ScrollToOptions = definedExternally)
    fun scrollBy(x: Double, y: Double)
    fun insertAdjacentHTML(position: String, text: String)
    fun setPointerCapture(pointerId: Int)
    fun releasePointerCapture(pointerId: Int)
    fun requestFullscreen(): Promise<Unit>

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

public external interface ShadowRootInit {
    var mode: ShadowRootMode?
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun ShadowRootInit(mode: ShadowRootMode?): ShadowRootInit {
    val o = js("({})")
    o["mode"] = mode
    return o
}

/**
 * Exposes the JavaScript [NamedNodeMap](https://developer.mozilla.org/en/docs/Web/API/NamedNodeMap) to
 */
```
Kotlin

```java
@kotlin.internal.InlineOnly
public inline operator fun NamedNodeMap.get(index: Int): Attr? = asDynamic()[index]

@kotlin.internal.InlineOnly
public inline operator fun NamedNodeMap.get(qualifiedName: String): Attr? = asDynamic()[qualifiedName]
```

/**
 * Exposes the JavaScript [Attr](https://developer.mozilla.org/en/docs/Web/API/Attr) to Kotlin
 */
public external abstract class NamedNodeMap : ItemArrayLike<Attr> {
    fun getNamedItemNS(namespace: String?, localName: String): Attr?
    fun setNamedItem(attr: Attr): Attr?
    fun setNamedItemNS(attr: Attr): Attr?
    fun removeNamedItem(qualifiedName: String): Attr?
    fun removeNamedItemNS(namespace: String?, localName: String): Attr?
    override fun item(index: Int): Attr?
    fun getNamedItem(qualifiedName: String): Attr?
}

/**
 * Exposes the JavaScript [CharacterData](https://developer.mozilla.org/en/docs/Web/API/CharacterData) to Kotlin
 */
public external abstract class CharacterData : Node, NonDocumentTypeChildNode, ChildNode {
    open var data: String
    open val length: Int
    fun substringData(offset: Int, count: Int): String
    fun appendData(data: String)
    fun insertData(offset: Int, data: String)
    fun deleteData(offset: Int, count: Int)
    fun replaceData(offset: Int, count: Int, data: String)

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [Text](https://developer.mozilla.org/en/docs/Web/API/Text) to Kotlin
 */
public external open class Text(data: String = definedExternally) : CharacterData, Slotable, GeometryUtils {
    open val wholeText: String
    override val assignedSlot: HTMLSlotElement?
    override val previousElementSibling: Element?
    override val nextElementSibling: Element?
    fun splitText(offset: Int): Text
    override fun getBoxQuads(options: BoxQuadOptions /* = definedExternally */) : Array<DOMQuad>
    override fun convertQuadFromNode(quad: dynamic, from: dynamic, options: ConvertCoordinateOptions /* = definedExternally */) : DOMQuad
    override fun convertRectFromNode(rect: DOMRectReadOnly, from: dynamic, options: ConvertCoordinateOptions /* = definedExternally */) : DOMQuad
    override fun convertPointFromNode(point: DOMPointInit, from: dynamic, options: ConvertCoordinateOptions /* = definedExternally */) : DOMPoint
    override fun before(vararg nodes: dynamic)
    override fun after(vararg nodes: dynamic)
    override fun replaceWith(vararg nodes: dynamic)
    override fun remove()

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
    }
```
DOCUMENT_FRAGMENT_NODE: Short
val NOTATION_NODE: Short
val DOCUMENT_POSITION_DISCONNECTED: Short
val DOCUMENT_POSITION_PRECEDING: Short
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINS: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short
val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short

/**
 * Exposes the JavaScript [CDATASection](https://developer.mozilla.org/en/docs/Web/API/CDATASection) to Kotlin
 */
public external open class CDATASection : Text {
    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [ProcessingInstruction](https://developer.mozilla.org/en/docs/Web/API/ProcessingInstruction) to Kotlin
 */
public external abstract class ProcessingInstruction : CharacterData, LinkStyle, UnionElementOrProcessingInstruction {
    open val target: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [Comment](https://developer.mozilla.org/en/docs/Web/API/Comment) to Kotlin
 */
public external open class Comment(data: String = definedExternally) : CharacterData {
    override val previousElementSibling: Element?
    override val nextElementSibling: Element?
    override fun before(vararg nodes: dynamic)
    override fun after(vararg nodes: dynamic)
    override fun replaceWith(vararg nodes: dynamic)
    override fun remove()

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [Range](https://developer.mozilla.org/en/docs/Web/API/Range) to Kotlin
 */
public external open class Range {
    open val startContainer: Node
    open val startOffset: Int
    open val endContainer: Node
    open val endOffset: Int
    open val collapsed: Boolean
    fun setStart(node: Node, offset: Int)
    fun setEnd(node: Node, offset: Int)
    fun setStartBefore(node: Node)
    fun setStartAfter(node: Node)
    fun setEndBefore(node: Node)
    fun setEndAfter(node: Node)
    fun collapse(toStart: Boolean = definedExternally)
    fun selectNode(node: Node)
    fun selectNodeContents(node: Node)
    fun compareBoundaryPoints(how: Short, sourceRange: Range): Short
    fun deleteContents()
```kotlin
/**
 * Exposes the JavaScript [DOMRect](https://developer.mozilla.org/en/docs/Web/API/DOMRect) to Kotlin */
public external open class DOMRect(x: Double = definedExternally, y: Double = definedExternally, width: Double = definedExternally, height: Double = definedExternally) : DOMRectReadOnly {

    override var x: Double
    override var y: Double
    override var width: Double
    override var height: Double
    override var val bounds: DOMRectReadOnly
}

/**
 * Exposes the JavaScript [DOMRectReadOnly](https://developer.mozilla.org/en/docs/Web/API/DOMRectReadOnly) to Kotlin */
public external open class DOMRectReadOnly(x: Double, y: Double, width: Double, height: Double) {

    open val x: Double
    open val y: Double
    open val width: Double
    open val height: Double
    open val top: Double
    open val right: Double
    open val bottom: Double
    open val left: Double
}

public external interface DOMRectInit {

    var x: Double? /* = 0.0 */
        get() = definedExternally
        set(value) = definedExternally
    var y: Double? /* = 0.0 */
        get() = definedExternally
        set(value) = definedExternally
    var width: Double? /* = 0.0 */
        get() = definedExternally
        set(value) = definedExternally
    var height: Double? /* = 0.0 */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun DOMRectInit(x: Double? = 0.0, y: Double? = 0.0, width: Double? = 0.0, height: Double? = 0.0): DOMRectInit {

    val o = js("({})")
    o["x"] = x
    o["y"] = y
    o["width"] = width
    o["height"] = height
    return o
}

public external interface DOMRectList : ItemArrayLike<DOMRect> {

    override fun item(index: Int): DOMRect?
}

@kotlin.internal.InlineOnly
public inline operator fun DOMRectList.get(index: Int): DOMRect = asDynamic()[index]

/**
 * Exposes the JavaScript [DOMQuad](https://developer.mozilla.org/en/docs/Web/API/DOMQuad) to Kotlin */
public external open class DOMQuad {

    constructor(p1: DOMPointInit = definedExternally, p2: DOMPointInit = definedExternally, p3: DOMPointInit = definedExternally, p4: DOMPointInit = definedExternally)
    constructor(rect: DOMRectInit)

    open val p1: DOMPoint
    open val p2: DOMPoint
    open val p3: DOMPoint
    open val p4: DOMPoint

    open val bounds: DOMRectReadOnly
}

/**
 * Exposes the JavaScript [DOMMatrixReadOnly](https://developer.mozilla.org/en/docs/Web/API/DOMMatrixReadOnly) to Kotlin */
public external open class DOMMatrixReadOnly(numberSequence: Array<Double>) {

    open val a: Double
    open val b: Double
    open val c: Double
    open val d: Double
    open val e: Double
    open val f: Double
    open val m11: Double
    open val m12: Double
    open val m13: Double
    open val m14: Double
    open val m21: Double
    open val m22: Double
    open val m23: Double
    open val m24: Double
    open val m31: Double
    open val m32: Double
    open val m33: Double
    open val m34: Double
    open val m41: Double
    open val m42: Double
    open val m43: Double
    open val m44: Double
    open val is2D: Boolean
    open val isIdentity: Boolean
    fun translate(tx: Double, ty: Double, tz: Double = definedExternally): DOMMatrix
    fun scale(scale: Double, originX: Double = definedExternally, originY: Double = definedExternally): DOMMatrix
    fun scale3d(scale: Double, originX: Double = definedExternally, originY: Double = definedExternally, originZ: Double = definedExternally): DOMMatrix
    fun scaleNonUniform(scaleX: Double, scaleY: Double, scaleZ: Double, originX: Double = definedExternally, originY: Double = definedExternally, originZ: Double = definedExternally): DOMMatrix
    fun rotate(angle: Double, originX: Double = definedExternally, originY: Double = definedExternally, originZ: Double = definedExternally): DOMMatrix
    fun rotateFromVector(x: Double, y: Double): DOMMatrix
    fun rotateAxisAngle(x: Double, y: Double, z: Double): DOMMatrix
    fun skewX(sx: Double): DOMMatrix
    fun skewY(sy: Double): DOMMatrix
    fun multiply(other: DOMMatrix): DOMMatrix
    fun flipX(): DOMMatrix
    fun flipY(): DOMMatrix
    fun inverse(): DOMMatrix
    fun transformPoint(point: DOMPointInit = definedExternally): DOMPoint
    fun toFloat32Array(): Float32Array
    fun toFloat64Array(): Float64Array
}

/**
 * Exposes the JavaScript [DOMMatrix](https://developer.mozilla.org/en/docs/Web/API/DOMMatrix) to Kotlin */
public external open class DOMMatrix() : DOMMatrixReadOnly {

    constructor(transformList: String)
    constructor(other: DOMMatrixReadOnly)
    constructor(numberSequence: Array<Double>)

    override var a: Double
    override var b: Double
    override var c: Double
    override var d: Double
    override var e: Double
    override var f: Double
    override var m11: Double
    override var m12: Double
    override var m13: Double
    override var m14: Double
    override var m21: Double
    override var m22: Double
```
definedExternally

```kotlin
var inline: ScrollLogicalPosition? /* = ScrollLogicalPosition.CENTER */
    get() =
    definedExternally
    set(value) = definedExternally

    ScrollIntoViewOptions {
        o["block"] = block
        o["inline"] = inline
        o["behavior"] = behavior
        return o
    }
```

```kotlin
public external interface BoxQuadOptions {
    var box: CSSBoxType? /* = CSSBoxType.BORDER */
        get() = definedExternally
        set(value) = definedExternally
    var relativeTo: dynamic
        get() = definedExternally
        set(value) = definedExternally
}
```

```kotlin
public external interface ConvertCoordinateOptions {
    var fromBox: CSSBoxType? /* = CSSBoxType.BORDER */
        get() = definedExternally
        set(value) = definedExternally
    var toBox: CSSBoxType? /* = CSSBoxType.BORDER */
        get() = definedExternally
        set(value) = definedExternally
}
```

```kotlin
public external interface GeometryUtils {
    fun getBoxQuads(options: BoxQuadOptions = definedExternally): Array<DOMQuad>
    fun convertQuadFromNode(quad: dynamic, from: dynamic, options: ConvertCoordinateOptions = definedExternally): DOMQuad
    fun convertRectFromNode(rect: DOMRect, from: dynamic, options: ConvertCoordinateOptions = definedExternally): DOMQuad
}
```

```kotlin
public external class Touch {
    open var identifier: Int
    open var target: EventTarget
    open var screenX: Int
    open var screenY: Int
    open var clientX: Int
    open var clientY: Int
    open var pageX: Int
    open var pageY: Int
    open var region: String?
}
```

```kotlin
public external class TouchList : ItemArrayLike<Touch> {
    override fun item(index: Int): Touch?
}
```

```kotlin
public external open class TouchEvent : UIEvent {
    open var touches: TouchList
    open var targetTouches: TouchList
    open var changedTouches: TouchList
    open var altKey: Boolean
    open var metaKey: Boolean
    open var ctrlKey: Boolean
    open var shiftKey: Boolean

    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }
}
```

```kotlin
public external open class Image(width: Int = definedExternally, height: Int = definedExternally) : HTMLImageElement {
}
```

---

**Open Source Used In DNAC Platform Frey 2467**

- GeometryUtils
- Touch
- Image
DOMRectReadOnly, from: dynamic, options: ConvertCoordinateOptions /* = definedExternally */): DOMQuad

override fun convertPointFromNode(point: DOMPointInit, from: dynamic, options: ConvertCoordinateOptions /* = definedExternally */): DOMPoint

    companion object {
        val NETWORK_EMPTY: Short
        val NETWORK_IDLE: Short
        val NETWORK_LOADING: Short
        val NETWORK_NO_SOURCE: Short
        val HAVE_NOTHING: Short
        val HAVE_METADATA: Short
        val HAVE_CURRENT_DATA: Short
        val HAVE_FUTURE_DATA: Short
        val HAVE_ENOUGH_DATA: Short
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [Option](https://developer.mozilla.org/en/docs/Web/API/Option) to Kotlin */
public external open class Option(text: String = definedExternally, value: String = definedExternally, defaultSelected: Boolean = definedExternally, selected: Boolean = definedExternally) : HTMLOptionElement {
    override var onabort: ((Event) -> dynamic)?
    override var onblur: ((FocusEvent) -> dynamic)?
    override var oncancel: ((Event) -> dynamic)?
    override var oncanplay: ((Event) -> dynamic)?
    override var oncanplaythrough: ((Event) -> dynamic)?
    override var onchange: ((Event) -> dynamic)?
    override var onclick: ((MouseEvent) -> dynamic)?
    override var onclose: ((Event) -> dynamic)?
    override var oncontextmenu: ((MouseEvent) -> dynamic)?
    override var oncuechange: ((Event) -> dynamic)?
    override var ondblclick: ((MouseEvent) -> dynamic)?
    override var ondrag: ((DragEvent) -> dynamic)?
    override var ondragend: ((DragEvent) -> dynamic)?
    override var ondragenter: ((DragEvent) -> dynamic)?
    override var ondragexit: ((DragEvent) -> dynamic)?
    override var ondragleave: ((DragEvent) -> dynamic)?
    override var ondragover: ((DragEvent) -> dynamic)?
    override var ondragstart: ((DragEvent) -> dynamic)?
    override var ondrop: ((DragEvent) -> dynamic)?
    override var ondurationchange: ((Event) -> dynamic)?
    override var onemptied: ((Event) -> dynamic)?
    override var onended: ((Event) -> dynamic)?
    override var onerror: ((dynamic, String, Int, Int, Any?) -> dynamic)?
    override var onfocus: ((FocusEvent) -> dynamic)?
    override var oninput: ((InputEvent) -> dynamic)?
    override var oninvalid: ((Event) -> dynamic)?
    override var onkeydown: ((KeyboardEvent) -> dynamic)?
    override var onkeypress: ((KeyboardEvent) -> dynamic)?
    override var onkeyup: ((KeyboardEvent) -> dynamic)?
    override var onload: ((Event) -> dynamic)?
    override var onloadeddata: ((Event) -> dynamic)?
    override var onloadedmetadata: ((Event) -> dynamic)?
    override var onloadend: ((Event) -> dynamic)?
    override var onloadstart: ((ProgressEvent) -> dynamic)?
    override var onmessage: ((MessageEvent) -> dynamic)?
    override var onmousedown: ((MouseEvent) -> dynamic)?
    override var onmouseenter: ((MouseEvent) -> dynamic)?
    override var onmouseleave: ((MouseEvent) -> dynamic)?
    override var onmousemove: ((MouseEvent) -> dynamic)?
    override var onmouseout: ((MouseEvent) -> dynamic)?
    override var onmouseover: ((MouseEvent) -> dynamic)?
    override var onmouseup: ((MouseEvent) -> dynamic)?
    override var onwheel: ((WheelEvent) -> dynamic)?
    override var onpause: ((Event) -> dynamic)?
    override var onplay: ((Event) -> dynamic)?
    override var onplaying: ((Event) -> dynamic)?
    override var onprerender: ((Event) -> dynamic)?
    override var onreset: ((Event) -> dynamic)?
    override var onresize: ((Event) -> dynamic)?
    override var onscroll: ((Event) -> dynamic)?
    override var onseeked: ((Event) -> dynamic)?
    override var onseeking: ((Event) -> dynamic)?
    override var onselect: ((Event) -> dynamic)?
    override var onshow: ((Event) -> dynamic)?
    override var onsubmit: ((Event) -> dynamic)?
    override var onvolumechange: ((Event) -> dynamic)?
    override var onwaiting: ((Event) -> dynamic)?
    override var onvolumechange: ((Event) -> dynamic)
"maybe".asDynamic().unsafeCast<CanPlayTypeResult>()

public inline val CanPlayTypeResult.Companion.PROBABLY: CanPlayTypeResult get() =
"probably".asDynamic().unsafeCast<CanPlayTypeResult>()

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface TextTrackMode {
    companion object
}

public inline val TextTrackMode.Companion.DISABLED: TextTrackMode get() =
"disabled".asDynamic().unsafeCast<TextTrackMode>()

public inline val TextTrackMode.Companion.HIDDEN: TextTrackMode get() =
"hidden".asDynamic().unsafeCast<TextTrackMode>()

public inline val TextTrackMode.Companion.SHOWING: TextTrackMode get() =
"showing".asDynamic().unsafeCast<TextTrackMode>()

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface TextTrackKind {
    companion object
}

public inline val TextTrackKind.Companion.SUBTITLES: TextTrackKind get() =
"subtitles".asDynamic().unsafeCast<TextTrackKind>()

public inline val TextTrackKind.Companion.CAPTIONS: TextTrackKind get() =
"captions".asDynamic().unsafeCast<TextTrackKind>()

public inline val TextTrackKind.Companion.DESCRIPTIONS: TextTrackKind get() =
"descriptions".asDynamic().unsafeCast<TextTrackKind>()

public inline val TextTrackKind.Companion.CHAPTERS: TextTrackKind get() =
"chapters".asDynamic().unsafeCast<TextTrackKind>()

public inline val TextTrackKind.Companion.METADATA: TextTrackKind get() =
"metadata".asDynamic().unsafeCast<TextTrackKind>()

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface SelectionMode {
    companion object
}

public inline val SelectionMode.Companion.SELECT: SelectionMode get() =
"select".asDynamic().unsafeCast<SelectionMode>()

public inline val SelectionMode.Companion.START: SelectionMode get() =
"start".asDynamic().unsafeCast<SelectionMode>()

public inline val SelectionMode.Companion.END: SelectionMode get() =
"end".asDynamic().unsafeCast<SelectionMode>()

public inline val SelectionMode.Companion.PRESERVE: SelectionMode get() =
"preserve".asDynamic().unsafeCast<SelectionMode>()

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface CanvasFillRule {
    companion object
}

public inline val CanvasFillRule.Companion.NONZERO: CanvasFillRule get() =
"nonzero".asDynamic().unsafeCast<CanvasFillRule>()

public inline val CanvasFillRule.Companion.EVENODD: CanvasFillRule get() =
"evenodd".asDynamic().unsafeCast<CanvasFillRule>()

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface ImageSmoothingQuality {
    companion object
}

"low".asDynamic().unsafeCast<ImageSmoothingQuality>()

"medium".asDynamic().unsafeCast<ImageSmoothingQuality>()

"high".asDynamic().unsafeCast<ImageSmoothingQuality>()

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface CanvasLineCap {
    companion object
}

public inline val CanvasLineCap.Companion.BUTT: CanvasLineCap get() =
"butt".asDynamic().unsafeCast<CanvasLineCap>()

public inline val CanvasLineCap.Companion.ROUND: CanvasLineCap get() =
"round".asDynamic().unsafeCast<CanvasLineCap>()

public inline val CanvasLineCap.Companion.SQUARE: CanvasLineCap get() =
"square".asDynamic().unsafeCast<CanvasLineCap>()

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface CanvasLineJoin {
    companion object
}

public inline val CanvasLineJoin.Companion.ROUND: CanvasLineJoin get() =
"round".asDynamic().unsafeCast<CanvasLineJoin>()

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface ImageSmoothingQuality {
    companion object
}

"low".asDynamic().unsafeCast<ImageSmoothingQuality>()

"medium".asDynamic().unsafeCast<ImageSmoothingQuality>()

"high".asDynamic().unsafeCast<ImageSmoothingQuality>()

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface CanvasLineCap {
    companion object
}

public inline val CanvasLineCap.Companion.BUTT: CanvasLineCap get() =
"butt".asDynamic().unsafeCast<CanvasLineCap>()

public inline val CanvasLineCap.Companion.ROUND: CanvasLineCap get() =
"round".asDynamic().unsafeCast<CanvasLineCap>()

public inline val CanvasLineCap.Companion.SQUARE: CanvasLineCap get() =
"square".asDynamic().unsafeCast<CanvasLineCap>()

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface CanvasLineJoin {
    companion object
}

public inline val CanvasLineJoin.Companion.ROUND: CanvasLineJoin get() =
"round".asDynamic().unsafeCast<CanvasLineJoin>()
"round".asDynamic().unsafeCast<CanvasLineJoin>()

public inline val CanvasLineJoin.Companion.BEVEL: CanvasLineJoin get() = "bevel".asDynamic().unsafeCast<CanvasLineJoin>()

CanvasLineJoin.Companion.MITER: CanvasLineJoin get() = "miter".asDynamic().unsafeCast<CanvasLineJoin>()

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface CanvasLineJoin {
    companion object
}

CanvasLineJoin.Companion.START: CanvasLineJoin get() = "start".asDynamic().unsafeCast<CanvasLineJoin>()

CanvasLineJoin.Companion.END: CanvasLineJoin get() = "end".asDynamic().unsafeCast<CanvasLineJoin>()

CanvasLineJoin.Companion.LEFT: CanvasLineJoin get() = "left".asDynamic().unsafeCast<CanvasLineJoin>()

CanvasLineJoin.Companion.RIGHT: CanvasLineJoin get() = "right".asDynamic().unsafeCast<CanvasLineJoin>()

CanvasLineJoin.Companion.CENTER: CanvasLineJoin get() = "center".asDynamic().unsafeCast<CanvasLineJoin>()

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface CanvasTextAlign {
    companion object
}

CanvasTextAlign.Companion.START: CanvasTextAlign get() = "start".asDynamic().unsafeCast<CanvasTextAlign>()

CanvasTextAlign.Companion.END: CanvasTextAlign get() = "end".asDynamic().unsafeCast<CanvasTextAlign>()

CanvasTextAlign.Companion.LEFT: CanvasTextAlign get() = "left".asDynamic().unsafeCast<CanvasTextAlign>()

CanvasTextAlign.Companion.RIGHT: CanvasTextAlign get() = "right".asDynamic().unsafeCast<CanvasTextAlign>()

CanvasTextAlign.Companion.CENTER: CanvasTextAlign get() = "center".asDynamic().unsafeCast<CanvasTextAlign>()

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface CanvasTextBaseline {
    companion object
}

CanvasTextBaseline.Companion.TOP: CanvasTextBaseline get() = "top".asDynamic().unsafeCast<CanvasTextBaseline>()

CanvasTextBaseline.Companion.HANGING: CanvasTextBaseline get() = "hanging".asDynamic().unsafeCast<CanvasTextBaseline>()

CanvasTextBaseline.Companion.MIDDLE: CanvasTextBaseline get() = "middle".asDynamic().unsafeCast<CanvasTextBaseline>()

CanvasTextBaseline.Companion.ALPHABETIC: CanvasTextBaseline get() = "alphabetic".asDynamic().unsafeCast<CanvasTextBaseline>()

CanvasTextBaseline.Companion.IDEOGRAPHIC: CanvasTextBaseline get() = "ideographic".asDynamic().unsafeCast<CanvasTextBaseline>()

CanvasTextBaseline.Companion.BOTTOM: CanvasTextBaseline get() = "bottom".asDynamic().unsafeCast<CanvasTextBaseline>()

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface CanvasDirection {
    companion object
}

CanvasDirection.Companion.LTR: CanvasDirection get() = "ltr".asDynamic().unsafeCast<CanvasDirection>()

CanvasDirection.Companion.RTL: CanvasDirection get() = "rtl".asDynamic().unsafeCast<CanvasDirection>()

CanvasDirection.Companion.INHERIT: CanvasDirection get() = "inherit".asDynamic().unsafeCast<CanvasDirection>()

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface ScrollRestoration {
    companion object
}

ScrollRestoration.Companion.AUTO: ScrollRestoration get() = "auto".asDynamic().unsafeCast<ScrollRestoration>()

ScrollRestoration.Companion.MANUAL: ScrollRestoration get() = "manual".asDynamic().unsafeCast<ScrollRestoration>()

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface ImageOrientation {
    companion object
}


/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface PremultiplyAlpha {
    companion object
}

PremultiplyAlpha.Companion.NONE: PremultiplyAlpha get() = "none".asDynamic().unsafeCast<PremultiplyAlpha>()

PremultiplyAlpha.Companion.PREMULTIPLY: PremultiplyAlpha get() = "premultiply".asDynamic().unsafeCast<PremultiplyAlpha>()

PremultiplyAlpha.Companion.DEFAULT: PremultiplyAlpha get() = "default".asDynamic().unsafeCast<PremultiplyAlpha>()
license that can be found in the license/LICENSE.txt file.  
*/

// NOTE: THIS FILE IS AUTO-GENERATED,
// DO NOT EDIT!\n// See github.com/kotlin/dukat for details

package org.w3c.fetch

import kotlin.js.*
import org.khronos.webgl.*
import org.w3c.css.masking.*
import org.w3c.dom.*
import org.w3c.dom.clipboard.*
import org.w3c.dom.dom.*
import org.w3c.dom.mediacapture.*
import org.w3c.dom.svg.*
import org.w3c.dom.url.*
import org.w3c.files.*
import org.w3c.notifications.*
import org.w3c.performance.*
import org.w3c.workers.*
import org.w3c.xhr.*

/**
 * Exposes the JavaScript [Headers](https://developer.mozilla.org/en/docs/Web/API/Headers) to Kotlin
 *
 */
public external open class Headers(init: dynamic = definedExternally) {
    fun append(name: String, value: String)
    fun delete(name: String)
    fun get(name: String): String?
    fun has(name: String): Boolean
    fun set(name: String, value: String)
}

/**
 * Exposes the JavaScript [Body](https://developer.mozilla.org/en/docs/Web/API/Body) to Kotlin
 *
 */
public external interface Body {
    val bodyUsed: Boolean
    fun arrayBuffer(): Promise<ArrayBuffer>
    fun blob(): Promise<Blob>
    fun formData(): Promise<FormData>
    fun json(): Promise<Any?>
    fun text(): Promise<String>
}

/**
 * Exposes the JavaScript [Request](https://developer.mozilla.org/en/docs/Web/API/Request) to Kotlin
 *
 */
public external open class Request(input: dynamic, init: RequestInit = definedExternally) : Body {
    open val method: String
    open val url: String
    open val headers: Headers
    open val type: RequestType
    open val destination: RequestDestination
    open val referrer: String
    open val referrerPolicy: dynamic
    open val mode: RequestMode
    open val credentials: RequestCredentials
    open val cache: RequestCache
    open val redirect: RequestRedirect
    open val integrity: String
    open val keepalive: Boolean
    override val bodyUsed: Boolean
    fun clone(): Request
    override fun arrayBuffer(): Promise<ArrayBuffer>
    override fun blob(): Promise<Blob>
    override fun formData(): Promise<FormData>
    override fun json(): Promise<Any?>
    override fun text(): Promise<String>
}

public external interface RequestInit {
    var method: String?
        get() = definedExternally
        set(value) = definedExternally
    var headers: dynamic
        get() = definedExternally
        set(value) = definedExternally
    var body: dynamic
        get() = definedExternally
        set(value) = definedExternally
    var referrer: String?
        get() = definedExternally
        set(value) = definedExternally
    var referrerPolicy: dynamic
        get() = definedExternally
        set(value) = definedExternally
    var mode: RequestMode?
        get() = definedExternally
        set(value) = definedExternally
    var credentials: RequestCredentials?
        get() = definedExternally
        set(value) = definedExternally
    var cache: RequestCache?
        get() = definedExternally
        set(value) = definedExternally
    var redirect: RequestRedirect?
        get() = definedExternally
        set(value) = definedExternally
    var integrity: String?
        get() = definedExternally
        set(value) = definedExternally
    var keepalive: Boolean?
        get() = definedExternally
        set(value) = definedExternally
    var window: Any?
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["method"] = method
    o["headers"] = headers
    o["body"] = body
    o["referrer"] = referrer
    o["referrerPolicy"] = referrerPolicy
    o["mode"] = mode
    o["credentials"] = credentials
    o["cache"] = cache
    o["redirect"] = redirect
    o["integrity"] = integrity
    o["keepalive"] = keepalive
    o["window"] = window
    return o
}

/**
 * Exposes the JavaScript [Response](https://developer.mozilla.org/en/docs/Web/API/Response) to Kotlin
 *
 */
public external open class Response(body: dynamic = definedExternally, init: ResponseInit = definedExternally) : Body {
    open val type: ResponseType
    open val url: String
    open val redirected: Boolean
    open val status: Short
    open val ok: Boolean
    open val statusText: String
    open val headers: Headers
    open val body: dynamic
    open val trailer: Promise<Headers>
    override val bodyUsed: Boolean
    fun clone(): Response
    override fun arrayBuffer(): Promise<ArrayBuffer>
    override fun blob(): Promise<Blob>
    override fun formData(): Promise<FormData>
    override fun json(): Promise<Any?>
    override fun text(): Promise<String>
}
/**
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 */

"style\".asDynamic().unsafeCast<RequestDestination>()\n
public inline val RequestDestination.Companion.WORKER: RequestDestination get() = "worker".asDynamic().unsafeCast<RequestDestination>()\n
public inline val RequestDestination.Companion.XSLT: RequestDestination get() = "xslt".asDynamic().unsafeCast<RequestDestination>()\n
/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface RequestMode {
    companion object
}

public inline val RequestMode.Companion.NAVIGATE: RequestMode get() = "navigate".asDynamic().unsafeCast<RequestMode>()\n
public inline val RequestMode.Companion.SAME_ORIGIN: RequestMode get() = "same-origin".asDynamic().unsafeCast<RequestMode>()\n
public inline val RequestMode.Companion.NO_CORS: RequestMode get() = "no-cors".asDynamic().unsafeCast<RequestMode>()\n
public inline val RequestMode.Companion.CORS: RequestMode get() = "cors".asDynamic().unsafeCast<RequestMode>()

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface RequestCredentials {
    companion object
}

public inline val RequestCredentials.Companion.OMIT: RequestCredentials get() = "omit".asDynamic().unsafeCast<RequestCredentials>()\n
public inline val RequestCredentials.Companion.SAME_ORIGIN: RequestCredentials get() = "same-origin".asDynamic().unsafeCast<RequestCredentials>()\n
public inline val RequestCredentials.Companion.INCLUDE: RequestCredentials get() = "include".asDynamic().unsafeCast<RequestCredentials>()

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface RequestCache {
    companion object
}

public inline val RequestCache.Companion.DEFAULT: RequestCache get() = "default".asDynamic().unsafeCast<RequestCache>()\n
public inline val RequestCache.Companion.NO_STORE: RequestCache get() = "no-store".asDynamic().unsafeCast<RequestCache>()\n
public inline val RequestCache.Companion.RELOAD: RequestCache get() = "reload".asDynamic().unsafeCast<RequestCache>()\n
public inline val RequestCache.Companion.NO_CACHE: RequestCache get() = "no-cache".asDynamic().unsafeCast<RequestCache>()\n
public inline val RequestCache.Companion.FORCE_CACHE: RequestCache get() = "force-cache".asDynamic().unsafeCast<RequestCache>()\n
public inline val RequestCache.Companion.ONLY_IF_CACHED: RequestCache get() = "only-if-cached".asDynamic().unsafeCast<RequestCache>()

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface RequestRedirect {
    companion object
}

public inline val RequestRedirect.Companion.FOLLOW: RequestRedirect get() = "follow".asDynamic().unsafeCast<RequestRedirect>()\n
public inline val RequestRedirect.Companion.ERROR: RequestRedirect get() = "error".asDynamic().unsafeCast<RequestRedirect>()\n
public inline val RequestRedirect.Companion.MANUAL: RequestRedirect get() = "manual".asDynamic().unsafeCast<RequestRedirect>()

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface ResponseType {
    companion object
}

public inline val ResponseType.Companion.BASIC: ResponseType get() = "basic".asDynamic().unsafeCast<ResponseType>()\n
public inline val ResponseType.Companion.CORS: ResponseType get() = "cors".asDynamic().unsafeCast<ResponseType>()\n
public inline val ResponseType.Companion.DEFAULT: ResponseType get() = "default".asDynamic().unsafeCast<ResponseType>()\n
public inline val ResponseType.Companion.ERROR: ResponseType get() = "error".asDynamic().unsafeCast<ResponseType>()\n
public inline val ResponseType.Companion.OPAQUE: ResponseType get() = "opaque".asDynamic().unsafeCast<ResponseType>()\n
public inline val ResponseType.Companion.OPAQUEREDIRECT: ResponseType get() = "opaqueredirect".asDynamic().unsafeCast<ResponseType>()

*/

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* NOTE: THIS FILE IS AUTO-GENERATED, DO NOT EDIT!!

See github.com/kotlin/dukat for details on package org.w3c.dom.mediaCapture

import kotlin.js.*
import org.khronos.webgl.*
import org.w3c.css.*
import org.w3c.dom.*
import org.w3c.dom.clipboard.*
import org.w3c.dom.css.*
import org.w3c.dom.events.*
import org.w3c.dom.parsing.*
import org.w3c.dom.svg.*
import org.w3c.files.*
import org.w3c.notifications.*
import org.w3c.performance.*
import org.w3c.workers.*
import org.w3c.xhr.*

/**
 * Exposes the JavaScript [MediaStream](https://developer.mozilla.org/en/docs/Web/API/MediaStream) to Kotlin
 */
public external open class MediaStream() : EventTarget {
    constructor(stream: MediaStream)
    constructor(tracks: Array<MediaStreamTrack>)
    open val id: String
    open val active: Boolean
    var onaddtrack: ((MediaStreamTrackEvent) -> dynamic)?
    var onremovetrack: ((MediaStreamTrackEvent) -> dynamic)?
    fun getAudioTracks(): Array<MediaStreamTrack>
    fun getVideoTracks(): Array<MediaStreamTrack>
    fun getTracks(): Array<MediaStreamTrack>
    fun getTrackById(trackId: String): MediaStreamTrack?
    fun addTrack(track: MediaStreamTrack)
    fun removeTrack(track: MediaStreamTrack)
    fun clone(): MediaStream
}

/**
 * Exposes the JavaScript [MediaStreamTrack](https://developer.mozilla.org/en/docs/Web/API/MediaStreamTrack) to Kotlin
 */
public external abstract class MediaStreamTrack : EventTarget {
    open val kind: String
    open val id: String
    open val label: String
    open var enabled: Boolean
    open var muted: Boolean
    open var onmute: ((Event) -> dynamic)?
    open var onunmute: ((Event) -> dynamic)?
    open val readyState: MediaStreamTrackState
    open var onended: ((Event) -> dynamic)?
    open var onoverconstrained: ((Event) -> dynamic)?
    fun clone(): MediaStreamTrack
    fun stop()
    fun getCapabilities(): MediaTrackCapabilities
    fun getConstraints(): MediaTrackConstraints
    fun applyConstraints(constraints: MediaTrackConstraints = definedExternally): Promise<Unit>
}

/**
 * Exposes the JavaScript [MediaTrackSupportedConstraints](https://developer.mozilla.org/en/docs/Web/API/MediaTrackSupportedConstraints) to Kotlin
 */
public external interface MediaTrackSupportedConstraints {
    var width: Boolean? /* = true */
        get() = definedExternally
        set(value) = definedExternally
    var height: Boolean? /* = true */
        get() = definedExternally
        set(value) = definedExternally
    var aspectRatio: Boolean? /* = true */
        get() = definedExternally
        set(value) = definedExternally
    var frameRate: Boolean? /* = true */
        get() = definedExternally
        set(value) = definedExternally
    var facingMode: Boolean? /* = true */
        get() = definedExternally
        set(value) = definedExternally
    var resizeMode: Boolean? /* = true */
        get() = definedExternally
        set(value) = definedExternally
    var volume: Boolean? /* = true */
        get() = definedExternally
        set(value) = definedExternally
    var sampleRate: Boolean? /* = true */
        get() = definedExternally
        set(value) = definedExternally
    var sampleSize: Boolean? /* = true */
        get() = definedExternally
        set(value) = definedExternally
    var echoCancellation: Boolean? /* = true */
        get() = definedExternally
        set(value) = definedExternally
    var autoGainControl: Boolean? /* = true */
        get() = definedExternally
        set(value) = definedExternally
    var noiseSuppression: Boolean? /* = true */
        get() = definedExternally
        set(value) = definedExternally
    var latency: Boolean? /* = true */
        get() = definedExternally
        set(value) = definedExternally
    var channelCount: Boolean? /* = true */
        get() = definedExternally
        set(value) = definedExternally
    var deviceId: Boolean? /* = true */
        get() = definedExternally
        set(value) = definedExternally
    var groupId: Boolean? /* = true */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun MediaTrackSupportedConstraints(width: Boolean? = true,
                                                  height: Boolean? = true,
                                                  aspectRatio: Boolean? = true,
                                                  frameRate: Boolean? = true,
                                                  facingMode: Boolean? = true,
                                                  resizeMode: Boolean? = true,
                                                  volume: Boolean? = true,
                                                  sampleRate: Boolean? = true,
                                                  sampleSize: Boolean? = true,
                                                  echoCancellation: Boolean? = true,
                                                  autoGainControl: Boolean? = true,
                                                  noiseSuppression: Boolean? = true,
                                                  latency: Boolean? = true,
                                                  channelCount: Boolean? = true,
                                                  deviceId: Boolean? = true,
                                                  groupId: Boolean? = true): MediaTrackSupportedConstraints {
    val o = js("({})")
    o["width"] = width
    o["height"] = height
    o["aspectRatio"] = aspectRatio
    o["frameRate"] = frameRate
    o["facingMode"] = facingMode
    o["resizeMode"] = resizeMode
    o["volume"] = volume
    o["sampleRate"] = sampleRate
    o["sampleSize"] = sampleSize
    o["echoCancellation"] = echoCancellation
    o["autoGainControl"] = autoGainControl
    o["noiseSuppression"] = noiseSuppression
    o["latency"] = latency
    o["channelCount"] = channelCount
    o["deviceId"] = deviceId
    o["groupId"] = groupId
    return o
}
frameRate
    o["facingMode"] = facingMode
    o["resizeMode"] = resizeMode
    o["volume"] = volume
    o["sampleRate"] = sampleRate
    o["sampleSize"] = sampleSize
    o["echoCancellation"] = echoCancellation
    o["autoGainControl"] = autoGainControl
    o["noiseSuppression"] = noiseSuppression
    o["latency"] = latency
    o["channelCount"] = channelCount
    o["deviceId"] = deviceId
    o["groupId"] = groupId
    return o
}

public external interface MediaTrackCapabilities {
    var width: ULongRange?
        get() = definedExternally
        set(value) = definedExternally
    var height: ULongRange?
        get() = definedExternally
        set(value) = definedExternally
    var aspectRatio: DoubleRange?
        get() = definedExternally
        set(value) = definedExternally
    var frameRate: DoubleRange?
        get() = definedExternally
        set(value) = definedExternally
    var facingMode: Array<String>?
        get() = definedExternally
        set(value) = definedExternally
    var resizeMode: Array<String>?
        get() = definedExternally
        set(value) = definedExternally
    var volume: DoubleRange?
        get() = definedExternally
        set(value) = definedExternally
    var sampleRate: ULongRange?
        get() = definedExternally
        set(value) = definedExternally
    var sampleSize: ULongRange?
        get() = definedExternally
        set(value) = definedExternally
    var echoCancellation: Array<Boolean>?
        get() = definedExternally
        set(value) = definedExternally
    var autoGainControl: Array<Boolean>?
        get() = definedExternally
        set(value) = definedExternally
    var noiseSuppression: Array<Boolean>?
        get() = definedExternally
        set(value) = definedExternally
    var latency: DoubleRange?
        get() = definedExternally
        set(value) = definedExternally
    var channelCount: ULongRange?
        get() = definedExternally
        set(value) = definedExternally
    var deviceId: String?
        get() = definedExternally
        set(value) = definedExternally
    var groupId: String?
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
get() = definedExternally
set(value) = definedExternally

/**
 * Exposes the JavaScript
[MediaTrackConstraints](https://developer.mozilla.org/en/docs/Web/API/MediaTrackConstraints) to Kotlin
*/
public external interface MediaTrackConstraints : MediaTrackConstraintSet {
    var advanced: Array<MediaTrackConstraintSet>?
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
get() = definedExternally
set(value) = definedExternally

*/

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o["deviceId"] = deviceId
    o["groupId"] = groupId
    return o
}

public external interface

MediaTrackConstraintSet {
    var width: dynamic
        get() = definedExternally
        set(value) = definedExternally
    var height: dynamic
        get() = definedExternally
        set(value) = definedExternally
    var aspectRatio: dynamic
        get() = definedExternally
        set(value) = definedExternally
    var frameRate: dynamic
        get() = definedExternally
        set(value) = definedExternally
    var facingMode: dynamic
        get() = definedExternally
        set(value) = definedExternally
    var resizeMode: dynamic
        get() = definedExternally
        set(value) = definedExternally
    var volume: dynamic
        get() = definedExternally
        set(value) = definedExternally
    var sampleRate: dynamic
        get() = definedExternally
        set(value) = definedExternally
    var sampleSize: dynamic
        get() = definedExternally
        set(value) = definedExternally
    var echoCancellation: dynamic
        get() = definedExternally
        set(value) = definedExternally
    var autoGainControl: dynamic
        get() = definedExternally
        set(value) = definedExternally
    var noiseSuppression: dynamic
        get() = definedExternally
        set(value) = definedExternally
    var latency: dynamic
        get() = definedExternally
        set(value) = definedExternally
    var channelCount: dynamic
        get() = definedExternally
        set(value) = definedExternally
    var deviceId: dynamic
        get() = definedExternally
        set(value) = definedExternally
    var groupId: dynamic
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun

    val o = js("({})")
    o["width"] = width
    o["height"] = height
    o["aspectRatio"] = aspectRatio
    o["frameRate"] = frameRate
    o["facingMode"] = facingMode
    o["resizeMode"] = resizeMode
    o["volume"] = volume
    o["sampleRate"] = sampleRate
    o["sampleSize"] = sampleSize
    o["echoCancellation"] = echoCancellation
    o["autoGainControl"] = autoGainControl
    o["noiseSuppression"] = noiseSuppression
    o["latency"] = latency
    o["channelCount"] = channelCount
    o["deviceId"] = deviceId
    o["groupId"] = groupId
    return o
}

/**
 * Exposes the JavaScript
 [MediaTrackSettings](https://developer.mozilla.org/en/docs/Web/API/MediaTrackSettings) to Kotlin
 */
public

MediaTrackSettings {
    var width: Int?
        get() = definedExternally
        set(value) = definedExternally
    var height: Int?
        get() = definedExternally
        set(value) = definedExternally
    var aspectRatio: Double?
        get() = definedExternally
        set(value) = definedExternally
    var frameRate: Double?
        get() = definedExternally
        set(value) = definedExternally
    var facingMode: String?
        get() = definedExternally
        set(value) = definedExternally
    var resizeMode: String?
        get() = definedExternally
        set(value) = definedExternally
    var volume: Double?
        get() = definedExternally
        set(value) = definedExternally
    var sampleRate: Int?
        get() = definedExternally
        set(value) = definedExternally
    var sampleSize: Int?
        get() = definedExternally
        set(value) = definedExternally
    var echoCancellation: Boolean?
        get() = definedExternally
        set(value) = definedExternally
    var autoGainControl: Boolean?
        get() = definedExternally
        set(value) = definedExternally
    var noiseSuppression: Boolean?
        get() = definedExternally
        set(value) = definedExternally
    var latency: Double?
        get() = definedExternally
        set(value) = definedExternally
    var channelCount: Int?
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
deviceId: String? = undefined, groupId: String? = undefined): MediaTrackSettings {
    val o = js("({})")
    o["width"] = width
    o["height"] = height
    o["aspectRatio"] = aspectRatio
    o["frameRate"] = frameRate
    o["facingMode"] = facingMode
    o["resizeMode"] = resizeMode
    o["volume"] = volume
    o["sampleRate"] = sampleRate
    o["sampleSize"] = sampleSize
    o["echoCancellation"] = echoCancellation
    o["autoGainControl"] = autoGainControl
    o["noiseSuppression"] = noiseSuppression
    o["latency"] = latency
    o["channelCount"] = channelCount
    o["deviceId"] = deviceId
    o["groupId"] = groupId
    return o
}

/**
 * Exposes the JavaScript
[MediaStreamTrackEvent](https://developer.mozilla.org/en/docs/Web/API/MediaStreamTrackEvent) to Kotlin
 */
public external open class MediaStreamTrackEvent(type: String, eventInitDict: MediaStreamTrackEventInit) : Event {
    open val track: MediaStreamTrack

    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }

    public external interface MediaStreamTrackEventInit : EventInit {
        var track: MediaStreamTrack?
            get() = definedExternally
            set(value) = definedExternally
    }

        val o = js("({})")
        o["track"] = track
        o["bubbles"] = bubbles
        o["cancelable"] = cancelable
        o["composed"] = composed
        return o
    }

    public external open class OverconstrainedErrorEvent(type: String, eventInitDict: OverconstrainedErrorEventInit) : Event {
        open val error: dynamic

        companion object {
            val NONE: Short
            val CAPTURING_PHASE: Short
            val AT_TARGET: Short
            val BUBBLING_PHASE: Short
        }

        public external interface OverconstrainedErrorEventInit : EventInit {
            var error: dynamic /* = null */
                get() = definedExternally
                set(value) = definedExternally
        }

            val o = js("({})")
            o["error"] = error
            o["bubbles"] = bubbles
            o["cancelable"] = cancelable
            o["composed"] = composed
            return o
        }

        /**
         * Exposes the JavaScript
         [MediaDevices](https://developer.mozilla.org/en/docs/Web/API/MediaDevices) to Kotlin
         */
        public external abstract class MediaDevices : EventTarget {
            open var ondevicechange: ((Event) -> dynamic)?
            fun enumerateDevices(): Promise<Array<MediaDeviceInfo>>
            fun getSupportedConstraints(): MediaTrackSupportedConstraints
            fun getUserMedia(constraints: MediaStreamConstraints = definedExternally): Promise<MediaStream>
        }

        /**
         * Exposes the JavaScript [MediaDeviceInfo](https://developer.mozilla.org/en/docs/Web/API/MediaDeviceInfo) to Kotlin
         */
        public external abstract class MediaDeviceInfo {
            open val deviceId: String
            open val kind: MediaDeviceKind
            open val label: String
            fun toJSON(): dynamic
        }

        public external abstract class InputDeviceInfo : MediaDeviceInfo {
            fun getCapabilities(): MediaTrackCapabilities
        }

        /**
         * Exposes the JavaScript [MediaStreamConstraints](https://developer.mozilla.org/en/docs/Web/API/MediaStreamConstraints) to Kotlin
         */
        public external interface MediaStreamConstraints {
            var video: dynamic /* = false */
                get() = definedExternally
                set(value) = definedExternally
            var audio: dynamic /* = false */
                get() = definedExternally
                set(value) = definedExternally
        }

        public inline fun MediaStreamConstraints(video: dynamic = false, audio: dynamic = false): MediaStreamConstraints {
            val o = js("({})")
            o["video"] = video
            o["audio"] = audio
            return o
        }

        /**
         * Exposes the JavaScript
         [DoubleRange](https://developer.mozilla.org/en/docs/Web/API/DoubleRange) to Kotlin
         */
        public external interface DoubleRange {
            var max: Double?
                get() = definedExternally
                set(value) = definedExternally
            var min: Double?
                get() = definedExternally
                set(value) = definedExternally
        }

        public inline fun DoubleRange(max: Double? = undefined, min: Double? = undefined): DoubleRange {
            val o = js("({})")
            o["max"] = max
            o["min"] = min
            return o
        }

        /**
         * Exposes the JavaScript
         [ConstrainablePattern](https://developer.mozilla.org/en/docs/Web/API/ConstrainablePattern) to Kotlin
         */
        public external interface ConstrainablePattern {
            var onoverconstrained: ((Event) -> dynamic)?
                get() = definedExternally
                set(value) = definedExternally
            fun getCapabilities(): Capabilities
            fun getConstraints(): Constraints
            fun getSettings(): Settings
            fun applyConstraints(constraints: Constraints = definedExternally): Promise<Unit>
        }

        public inline fun ConstrainablePattern(constraints: Constraints = definedExternally): Promise<Unit> {
            val o = js("({})")
            o["constraints"] = constraints
            return o
        }
    }
}

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public external interface ConstrainDoubleRange : DoubleRange {
    var exact: Double?
        get() = definedExternally
        set(value) = definedExternally
    var ideal: Double?
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["exact"] = exact
    o["ideal"] = ideal
    o["max"] = max
    o["min"] = min
    return o
}

public external interface ULongRange {
    var max: Int?
        get() = definedExternally
        set(value) = definedExternally
    var min: Int?
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun ULongRange(max: Int? = undefined, min: Int? = undefined): ULongRange {
    val o = js("({})")
    o["max"] = max
    o["min"] = min
    return o
}

public external interface ConstrainULongRange : ULongRange {
    var exact: Int?
        get() = definedExternally
        set(value) = definedExternally
    var ideal: Int?
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["exact"] = exact
    o["ideal"] = ideal
    o["max"] = max
    o["min"] = min
    return o
}

/**
 * Exposes the JavaScript
[ConstrainBooleanParameters](https://developer.mozilla.org/en/docs/Web/API/ConstrainBooleanParameters) to
Kotlin
*/
public external interface ConstrainBooleanParameters {
    var exact: Boolean?
        get() = definedExternally
        set(value) = definedExternally
    var ideal: Boolean?
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["exact"] = exact
    o["ideal"] = ideal
    return o
}

/**
 * Exposes the JavaScript
[ConstrainDOMStringParameters](https://developer.mozilla.org/en/docs/Web/API/ConstrainDOMStringParameters)
to Kotlin
*/
public external interface ConstrainDOMStringParameters {
    var exact: dynamic
        get() = definedExternally
        set(value) = definedExternally
    var ideal: dynamic
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun ConstrainDOMStringParameters(exact: dynamic = undefined, ideal: dynamic = undefined): ConstrainDOMStringParameters {
    val o = js("({})")
    o["exact"] = exact
    o["ideal"] = ideal
    return o
}

/* please, don't implement this interface!
*/
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface MediaStreamTrackState {
    companion object
}

public inline val MediaStreamTrackState.Companion.LIVE: MediaStreamTrackState get() = "live".asDynamic().unsafeCast<MediaStreamTrackState>()

public inline val MediaStreamTrackState.Companion.ENDED: MediaStreamTrackState get() = "ended".asDynamic().unsafeCast<MediaStreamTrackState>()
/*
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 * DO NOT EDIT!/n
 // See github.com/kotlin/dukat for details

package org.w3c.dom.pointerevents

import kotlin.js.*
import org.khronos.webgl.*
import org.w3c.css.masking.*
import org.w3c.dom.*
import org.w3c.dom.clipboard.*
import org.w3c.dom.css.mediacapture.*
import org.w3c.dom.svg.*
import org.w3c.dom.url.*
import org.w3c.fetch.*
import org.w3c.files.*
import org.w3c.notifications.*
import org.w3c.xhr.*

public external interface PointerEventInit : MouseEventInit {
    var pointerId: Int? /* = 0 */
        get() = definedExternally
        set(value) = definedExternally
    var width: Double? /* = 1.0 */
        get() = definedExternally
        set(value) = definedExternally
    var height: Double? /* = 1.0 */
        get() = definedExternally
        set(value) = definedExternally
    var pressure: Float? /* = 0f */
        get() = definedExternally
        set(value) = definedExternally
    var tangentialPressure: Float? /* = 0f */
        get() = definedExternally
        set(value) = definedExternally
    var tiltX: Int? /* = 0 */
        get() = definedExternally
        set(value) = definedExternally
    var tiltY: Int? /* = 0 */
        get() = definedExternally
        set(value) = definedExternally
    var twist: Int? /* = 0 */
        get() = definedExternally
        set(value) = definedExternally
    var pointerType: String? /* = "" */
        get() = definedExternally
        set(value) = definedExternally
    var isPrimary: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var screenX: Int? /* = 0 */
        get() = definedExternally
        set(value) = definedExternally
    var screenY: Int? /* = 0 */
        get() = definedExternally
        set(value) = definedExternally
    var clientX: Int? /* = 0 */
        get() = definedExternally
        set(value) = definedExternally
    var clientY: Int? /* = 0 */
        get() = definedExternally
        set(value) = definedExternally
    var button: Short? /* = 0 */
        get() = definedExternally
        set(value) = definedExternally
    var buttons: Short? /* = 0 */
        get() = definedExternally
        set(value) = definedExternally
    var relatedTarget: EventTarget? = null,
        region: String? = null,
        ctrlKey: Boolean = false,
        shiftKey: Boolean = false,
        metaKey: Boolean = false,
        altKey: Boolean = false,
        modifiers: ModifierFlags = ModifierFlags.EMPTY,
        view: Window? = null,
        detail: Int? = 0,
        bubbles: Boolean = false,
        cancelable: Boolean = false,
        composed: Boolean = false,
        pointerId: Int? /* = 0 */
        get() = definedExternally
        set(value) = definedExternally
    var target: EventTarget? = null,
        type: String = "",
        isPrimary: Boolean = false,
        pointerType: String? /* = "" */
        get() = definedExternally
        set(value) = definedExternally
    var isSameSource: Boolean = false,
        isWithin: Boolean = false,
        isComposed: Boolean = false,
        isImmediate: Boolean = false,
        isTrusted: Boolean = false,
        isStopping: Boolean = false,
        isPrevented: Boolean = false,
        isPropagationStopped: Boolean = false,
        isDefaultPrevented: Boolean = false,
        isStopImmediate: Boolean = false,
        isStopImmediatePrevented: Boolean = false,
        isImmediatePrevented: Boolean = false,
        isImmediateStopImmediatePrevented: Boolean = false,
        isImmediateStopImmediatePreventedBy: Boolean = false,
        isImmediatePreventedBy: Boolean = false,
        isImmediateStopImmediatePreventedBy: Boolean = false,
        isImmediateStopImmediatePreventedByBy: Boolean = false,
        isImmediatePreventedByBy: Boolean = false,
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        isImmediateStopImmediatePreventedByByByByByByByByByByByByByByByByByByBy: Boolean = false,
First, we need to understand the context of the code snippets presented. The code is from a JavaScript environment, and it seems to be related to handling mouse events and drawing with SVG elements. Here's a breakdown of the key components:

1. **Mouse Event Handling**
   - The code snippet defines methods for handling mouse events like `mouseover`, `mouseout`, and `mousemove`. These methods define properties and functions that help in responding to mouse movements on a webpage.
   - The `eventInitDict` object is used to pass additional event properties to the event object.

2. **SVG Element Handling**
   - The `SVGElement` class extends the `Element` class and provides methods for working with SVG elements. It includes properties like `dataset`, `ownerSVGElement`, `viewportElement`, and methods for focusing and blurring the element.
   - The `SVGBoundingBoxOptions` interface allows for configuring bounding box options like `fill`, `stroke`, `markers`, and `clipped`.
   - The `getBBox` function calculates the bounding box of an SVG element with the provided options.

3. **SVG Bounding Box Calculation**
   - The `getBBox` function is a part of the `SVGElement` class and calculates the bounding box of an SVG element. It takes an optional `SVGBoundingBoxOptions` object to determine the rendering of the bounding box.

4. **SVG Graphics Elements**
   - The `SVGGraphicsElement` class extends `SVGElement` and provides methods for working with SVG graphics elements, such as drawing shapes and styles.
   - It includes properties like `transform` and methods for transforming the SVG element.

5. **SVG Element Node Tree**
   - The code snippet mentions various node types like `ELEMENT_NODE`, `ATTRIBUTE_NODE`, etc. These are part of the DOM (Document Object Model) and are used to describe the structure of the HTML document.

6. **SVG Element Node Events**
   - The `SVGElement` class includes event handling methods like `focus` and `blur`.

7. **SVG BoundingBox Specification**
   - The `SVGBoundingBoxOptions` interface is used to specify how the bounding box of an SVG element should be handled.

8. **SVG Graphics Element Node**
   - The `SVGGraphicsElement` class includes methods for drawing and manipulating SVG graphics elements.

The code snippet is part of a larger library that exposes JavaScript functionalities like mouse events and SVG graphics to Kotlin. This allows for seamless integration of JavaScript functionalities into web applications built with Kotlin. The use of the Apache 2.0 license indicates that the code is open-source and can be freely used in projects.

In summary, the code snippet demonstrates how JavaScript functionalities for mouse events and SVG graphics can be exposed to Kotlin, enabling developers to leverage these features in their applications without writing JavaScript code.
fun getCTM(): DOMMatrix?
fun getScreenCTM(): DOMMatrix?

companion object {
    val ELEMENT_NODE: Short
    val ATTRIBUTE_NODE: Short
    val TEXT_NODE: Short
    val CDATA_SECTION_NODE: Short
    val ENTITY_REFERENCE_NODE: Short
    val ENTITY_NODE: Short
    val PROCESSING_INSTRUCTION_NODE: Short
    val COMMENT_NODE: Short
    val DOCUMENT_NODE: Short
    val DOCUMENT_TYPE_NODE: Short
    val DOCUMENT_FRAGMENT_NODE: Short
    val NOTATION_NODE: Short
    val DOCUMENT_POSITION_DISCONNECTED: Short
    val DOCUMENT_POSITION_PRECEDING: Short
    val DOCUMENT_POSITION_FOLLOWING: Short
    val DOCUMENT_POSITION_CONTAINS: Short
    val DOCUMENT_POSITION_CONTAINED_BY: Short

    DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
}

/**
 * Exposes the JavaScript [SVGGeometryElement](https://developer.mozilla.org/en/docs/Web/API/SVGGeometryElement) to Kotlin
 */
public external abstract class SVGGeometryElement : SVGGraphicsElement {
    open val pathLength: SVGLength
    fun isPointInFill(point: DOMPoint): Boolean
    fun isPointInStroke(point: DOMPoint): Boolean
    fun getTotalLength(): Float
    fun getPointAtLength(distance: Float): DOMPoint

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short

        DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [SVGNumber](https://developer.mozilla.org/en/docs/Web/API/SVGNumber) to Kotlin
 */
public external abstract class SVGNumber {
    open var value: Float
}

/**
 * Exposes the JavaScript [SVGLength](https://developer.mozilla.org/en/docs/Web/API/SVGLength) to Kotlin
 */
public external abstract class SVGLength {
    open val unitType: Short
    open var value: Float
    open var valueInSpecifiedUnits: Float
    open var valueAsString: String
    fun newValueSpecifiedUnits(unitType: Short, valueInSpecifiedUnits: Float)
    fun convertToSpecifiedUnits(unitType: Short)

    companion object {
        val SVG_LENGTHTYPE_UNKNOWN: Short
        val SVG_LENGTHTYPE_NUMBER: Short
        val SVG_LENGTHTYPE_PERCENTAGE: Short
        val SVG_LENGTHTYPE_EXS: Short
        val SVG_LENGTHTYPE_CM: Short
        val SVG_LENGTHTYPE_MM: Short
        val SVG_LENGTHTYPE_IN: Short
        val SVG_LENGTHTYPE_PT: Short
        val SVG_LENGTHTYPE_PC: Short
    }
}

/**
 * Exposes the JavaScript [SVGAngle](https://developer.mozilla.org/en/docs/Web/API/SVGAngle) to Kotlin
 */
public external abstract class SVGAngle {
    open val unitType: Short
    open var value: Float
    open var valueInSpecifiedUnits: Float
    open var valueAsString: String
    fun newValueSpecifiedUnits(unitType: Short, valueInSpecifiedUnits: Float)
    fun convertToSpecifiedUnits(unitType: Short)

    companion object {
        val SVG_ANGLETYPE_UNKNOWN: Short
        val SVG_ANGLETYPE_UNSPECIFIED: Short
        val SVG_ANGLETYPE_DEG: Short
        val SVG_ANGLETYPE_RAD: Short
    }

    public external abstract class SVGNameList {
        open val length: Int
        open val numberOfItems: Int
        fun clear()
        fun initialize(newItem: dynamic): dynamic
        fun insertItemBefore(newItem: dynamic, index: Int): dynamic
        fun replaceItem(newItem: dynamic, index: Int): dynamic
        fun removeItem(index: Int): dynamic
        fun appendItem(newItem: dynamic): dynamic
        fun getItem(index: Int): dynamic
    }

    @kotlin.internal.InlineOnly
    public inline operator fun SVGNameList.get(index: Int): dynamic = asDynamic()[index]

    @kotlin.internal.InlineOnly
    public inline operator fun SVGNameList.set(index: Int, newItem: dynamic) { asDynamic()[index] = newItem }

    /**
     * @n
     */
}
Exposes the JavaScript [SVGNumberList](https://developer.mozilla.org/en/docs/Web/API/SVGNumberList) to Kotlin

```kotlin
/*
 * Exposes the JavaScript [SVGNumberList](https://developer.mozilla.org/en/docs/Web/API/SVGNumberList) to Kotlin
 */
public external abstract class SVGNumberList {
    open fun clear()
    fun initialize(newItem: SVGNumber): SVGNumber
    fun insertItemBefore(newItem: SVGNumber, index: Int): SVGNumber
    fun replaceItem(newItem: SVGNumber, index: Int): SVGNumber
    fun removeItem(index: Int): SVGNumber
    fun appendItem(newItem: SVGNumber): SVGNumber
    fun getItem(index: Int): SVGNumber
}

@kotlin.internal.InlineOnly
public inline operator fun SVGNumberList.get(index: Int): SVGNumber? = asDynamic()[index]

@kotlin.internal.InlineOnly
public inline operator fun SVGNumberList.set(index: Int, newItem: SVGNumber) { asDynamic()[index] = newItem }

/**
 * Exposes the JavaScript [SVGLengthList](https://developer.mozilla.org/en/docs/Web/API/SVGLengthList) to Kotlin
 */
public external abstract class SVGLengthList {
    open val length: Int
    open val numberOfItems: Int
    fun clear()
    fun initialize(newItem: SVGLength): SVGLength
    fun insertItemBefore(newItem: SVGLength, index: Int): SVGLength
    fun replaceItem(newItem: SVGLength, index: Int): SVGLength
    fun removeItem(index: Int): SVGLength
    fun appendItem(newItem: SVGLength): SVGLength
    fun getItem(index: Int): SVGLength
}

@kotlin.internal.InlineOnly
public inline operator fun SVGLengthList.get(index: Int): SVGLength? = asDynamic()[index]

@kotlin.internal.InlineOnly
public inline operator fun SVGLengthList.set(index: Int, newItem: SVGLength) { asDynamic()[index] = newItem }

/**
 * Exposes the JavaScript [SVGAnimatedBoolean](https://developer.mozilla.org/en/docs/Web/API/SVGAnimatedBoolean) to Kotlin
 */
public external abstract class SVGAnimatedBoolean {
    open var baseVal: Boolean
    open val animVal: Boolean
}

/**
 * Exposes the JavaScript [SVGAnimatedEnumeration](https://developer.mozilla.org/en/docs/Web/API/SVGAnimatedEnumeration) to Kotlin
 */
public external abstract class SVGAnimatedEnumeration {
    open var baseVal: Short
    open val animVal: Short
}

/**
 * Exposes the JavaScript [SVGAnimatedInteger](https://developer.mozilla.org/en/docs/Web/API/SVGAnimatedInteger) to Kotlin
 */
public external abstract class SVGAnimatedInteger {
    open var baseVal: Int
    open val animVal: Int
}

/**
 * Exposes the JavaScript [SVGAnimatedNumber](https://developer.mozilla.org/en/docs/Web/API/SVGAnimatedNumber) to Kotlin
 */
public external abstract class SVGAnimatedNumber {
    open var baseVal: Float
    open val animVal: Float
}

/**
 * Exposes the JavaScript [SVGAnimatedLength](https://developer.mozilla.org/en/docs/Web/API/SVGAnimatedLength) to Kotlin
 */
public external abstract class SVGAnimatedLength {
    open var baseVal: SVGLength
    open val animVal: SVGLength
}

/**
 * Exposes the JavaScript [SVGAnimatedAngle](https://developer.mozilla.org/en/docs/Web/API/SVGAnimatedAngle) to Kotlin
 */
public external abstract class SVGAnimatedAngle {
    open var baseVal: SVGAngle
    open val animVal: SVGAngle
}

/**
 * Exposes the JavaScript [SVGAnimatedString](https://developer.mozilla.org/en/docs/Web/API/SVGAnimatedString) to Kotlin
 */
public external abstract class SVGAnimatedString {
    open var baseVal: String
    open val animVal: String
}

/**
 * Exposes the JavaScript [SVGAnimatedRect](https://developer.mozilla.org/en/docs/Web/API/SVGAnimatedRect) to Kotlin
 */
public external abstract class SVGAnimatedRect {
    open var baseVal: DOMRect
    open val animVal: DOMRect
}

/**
 * Exposes the JavaScript [SVGAnimatedNumberList](https://developer.mozilla.org/en/docs/Web/API/SVGAnimatedNumberList) to Kotlin
 */
public external abstract class SVGAnimatedNumberList {
    open var baseVal: SVGNumberList
    open val animVal: SVGNumberList
}

/**
 * Exposes the JavaScript [SVGAnimatedLengthList](https://developer.mozilla.org/en/docs/Web/API/SVGAnimatedLengthList) to Kotlin
 */
public external abstract class SVGAnimatedLengthList {
    open var baseVal: SVGLengthList
    open val animVal: SVGLengthList
}

/**
 * Exposes the JavaScript [SVGStringList](https://developer.mozilla.org/en/docs/Web/API/SVGStringList) to Kotlin
 */
public external abstract class SVGStringList {
    open var baseVal: StringList
    open val animVal: StringList
}
```
initialize(newItem: String): String
fun insertItemBefore(newItem: String, index: Int): String
fun replaceItem(newItem: String, index: Int): String
fun appendItem(newItem: String): String
fun getItem(index: Int): String

@kotlin.internal.InlineOnly
public inline operator fun SVGStringList.get(index: Int): String? = asDynamic()[index]

@kotlin.internal.InlineOnly
public inline operator fun SVGStringList.set(index: Int, newItem: String) { asDynamic()[index] = newItem }

/**
 * Exposes the JavaScript [SVGUnitTypes](https://developer.mozilla.org/en/docs/Web/API/SVGUnitTypes) to Kotlin
 */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface SVGUnitTypes {
    companion object {
        val SVG_UNIT_TYPE_UNKNOWN: Short
        val SVG_UNIT_TYPE_USERSPACEONUSE: Short
        val SVG_UNIT_TYPE_OBJECTBOUNDINGBOX: Short
    }

/**
 * Exposes the JavaScript [SVGTests](https://developer.mozilla.org/en/docs/Web/API/SVGTests) to Kotlin
 */
public external interface SVGTests {
    val requiredExtensions: SVGStringList
    val systemLanguage: SVGStringList
}

/**
 * Exposes the JavaScript [SVGZoomAndPan](https://developer.mozilla.org/en/docs/Web/API/SVGZoomAndPan) to Kotlin
 */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface SVGZoomAndPan {
    var zoomAndPan: Short

    companion object {
        val SVG_ZOOMANDPAN_UNKNOWN: Short
        val SVG_ZOOMANDPAN_DISABLE: Short
        val SVG_ZOOMANDPAN_MAGNIFY: Short
    }

/**
 * Exposes the JavaScript [SVGURIReference](https://developer.mozilla.org/en/docs/Web/API/SVGURIReference) to Kotlin
 */
public external interface SVGURIReference {
    val href: SVGAnimatedString
}

/**
 * Exposes the JavaScript [SVGSVGElement](https://developer.mozilla.org/en/docs/Web/API/SVGSVGElement) to Kotlin
 */
public external abstract class SVGSVGElement : SVGGraphicsElement, SVGFitToViewBox, SVGZoomAndPan, WindowEventHandlers {
    open val x: SVGAnimatedLength
    open val y: SVGAnimatedLength
    open val width: SVGAnimatedLength
    open val height: SVGAnimatedLength
    open var currentScale: Float
    open val currentTranslate: DOMPointReadOnly
    fun getIntersectionList(rect: DOMRectReadOnly, referenceElement: SVGElement?): NodeList
    fun getEnclosureList(rect: DOMRectReadOnly, referenceElement: SVGElement?): NodeList
    fun checkIntersection(element: SVGElement, rect: DOMRectReadOnly): Boolean
    fun checkEnclosure(element: SVGElement, rect: DOMRectReadOnly): Boolean
    fun deselectAll()
    fun createSVGNumber(): SVGNumber
    fun createSVGLength(): SVGLength
    fun createSVGAngle(): SVGAngle
    fun createSVGPoint(): DOMPoint
    fun createSVGMatrix(): DOMMatrix
    fun createSVGRect(): DOMRect
    fun createSVGTransform(): SVGTransform
    fun createSVGTransformFromMatrix(matrix: DOMMatrixReadOnly): SVGTransform
    fun getElementById(elementId: String): Element
    fun suspendRedraw(maxWaitMilliseconds: Int): Int
    fun unsuspendRedraw(suspendHandleID: Int): Int
    fun forceRedraw()

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
    }

/**
 * Exposes the JavaScript [SVGGElement](https://developer.mozilla.org/en/docs/Web/API/SVGGElement) to Kotlin
 */
public external
abstract class SVGGElement : SVGGraphicsElement {
    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

public external abstract class SVGUnknownElement : SVGGraphicsElement {
    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [SVGDefsElement](https://developer.mozilla.org/en/docs/Web/API/SVGDefsElement) to Kotlin
 */
public external abstract class SVGDefsElement : SVGGraphicsElement {
    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [SVGDescElement](https://developer.mozilla.org/en/docs/Web/API/SVGDescElement) to Kotlin
 */
public external abstract class SVGDescElement : SVGElement {
    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [SVGMetadataElement](https://developer.mozilla.org/en/docs/Web/API/SVGMetadataElement) to Kotlin
 */
public external abstract class SVGMetadataElement : SVGElement {
    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}
DOCUMENT_FRAGMENT_NODE: Short
val NOTATION_NODE: Short
val DOCUMENT_POSITION_DISCONNECTED: Short
val DOCUMENT_POSITION_PRECEDING: Short
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINS: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short
val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short

} */

/**
 * Exposes the JavaScript
 [SVGTitleElement](https://developer.mozilla.org/en/docs/Web/API/SVGTitleElement) to Kotlin */

public external abstract class SVGTitleElement : SVGElement {
    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript
 [SVGSymbolElement](https://developer.mozilla.org/en/docs/Web/API/SVGSymbolElement) to Kotlin */

public external abstract class SVGSymbolElement : SVGGraphicsElement, SVGFitToViewBox {
    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript
 [SVGUseElement](https://developer.mozilla.org/en/docs/Web/API/SVGUseElement) to Kotlin */

public external abstract class SVGUseElement : SVGGraphicsElement, SVGURIReference {
    open val x: SVGAnimatedLength
    open val y: SVGAnimatedLength
    open val width: SVGAnimatedLength
    open val height: SVGAnimatedLength
    open val instanceRoot: SVGElement?
    open val animatedInstanceRoot: SVGElement?

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

public external open class SVGUseElementShadowRoot : ShadowRoot {
    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}
the JavaScript
[SVGAnimatedTransformList](https://developer.mozilla.org/en/docs/Web/API/SVGAnimatedTransformList) to Kotlin

```kotlin
/**
 * Exposes the JavaScript
[SVGPreserveAspectRatio](https://developer.mozilla.org/en/docs/Web/API/SVGPreserveAspectRatio) to Kotlin

```
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```kotlin
/**
 * Exposes the JavaScript [SVGEllipseElement](https://developer.mozilla.org/en/docs/Web/API/SVGEllipseElement) to Kotlin
 */
public external abstract class SVGEllipseElement : SVGGeometryElement {
    open val cx: SVGAnimatedLength
    open val cy: SVGAnimatedLength
    open val rx: SVGAnimatedLength
    open val ry: SVGAnimatedLength

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [SVGLineElement](https://developer.mozilla.org/en/docs/Web/API/SVGLineElement) to Kotlin
 */
public external abstract class SVGLineElement : SVGGeometryElement {
    open val x1: SVGAnimatedLength
    open val y1: SVGAnimatedLength
    open val x2: SVGAnimatedLength
    open val y2: SVGAnimatedLength

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [SVGMeshElement](https://developer.mozilla.org/en/docs/Web/API/SVGMeshElement) to Kotlin
 */
public external abstract class SVGMeshElement : SVGGeometryElement, SVGURIReference {

    companion object {

        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [SVGAnimatedPoints](https://developer.mozilla.org/en/docs/Web/API/SVGAnimatedPoints) to Kotlin
 */
public external interface SVGAnimatedPoints {
    val points: SVGPointList
    val animatedPoints: SVGPointList
}

public external abstract class SVGPointList {
    open val length: Int
    open val numberOfItems: Int
    fun clear()
    fun initialize(newItem: DOMPoint): DOMPoint
    fun
```
insertItemBefore(newItem: DOMPoint, index: Int): DOMPoint
fun replaceItem(newItem: DOMPoint, index: Int): DOMPoint
fun removeItem(index: Int): DOMPoint
fun appendItem(newItem: DOMPoint): DOMPoint

fun getItem(index: Int): DOMPoint

@kotlin.internal.InlineOnly
public inline operator fun SVGPointList.get(index: Int): DOMPoint? = asDynamic()[index]

@kotlin.internal.InlineOnly
public inline operator fun SVGPointList.set(index: Int, newItem: DOMPoint) { asDynamic()[index] = newItem }

/**
 * Exposes the JavaScript
 * [SVGPolylineElement](https://developer.mozilla.org/en/docs/Web/API/SVGPolylineElement) to Kotlin
 */
public external abstract class SVGPolylineElement : SVGGeometryElement, SVGAnimatedPoints {
    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript
 * [SVGPolygonElement](https://developer.mozilla.org/en/docs/Web/API/SVGPolygonElement) to Kotlin
 */
public external abstract class SVGPolygonElement : SVGGeometryElement, SVGAnimatedPoints {
    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript
 * [SVGTextContentElement](https://developer.mozilla.org/en/docs/Web/API/SVGTextContentElement) to Kotlin
 */
public external abstract class SVGTextContentElement : SVGGraphicsElement {
    open val textLength: SVGAnimatedLength
    open val lengthAdjust: SVGAnimatedEnumeration
    fun getNumberOfChars(): Int
    fun getComputedTextLength(): Float
    fun getSubStringLength(charnum: Int, nchars: Int): Float
    fun getStartPositionOfChar(charnum: Int): DOMPoint
    fun getEndPositionOfChar(charnum: Int): DOMPoint
    fun getExtentOfChar(charnum: Int): DOMRect
    fun getRotationOfChar(charnum: Int): Float
    fun getCharNumAtPosition(point: DOMPoint): Int
    fun selectSubString(charnum: Int, nchars: Int)

    companion object {
        val LENGTHADJUST_UNKNOWN: Short
        val LENGTHADJUST_SPACING: Short
        val LENGTHADJUST_SPACINGANDGLYPHS: Short
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript
 * [SVGTextPositioningElement](https://developer.mozilla.org/en/docs/Web/API/SVGTextPositioningElement) to Kotlin
 */
public external abstract class SVGTextPositioningElement : SVGTextContentElement {
    open val x:
open val y: SVGAnimatedLengthList
open val dx: SVGAnimatedLengthList
open val rotate: SVGAnimatedNumberList
open val LENGTHADJUST_UNKNOWN: Short
open val LENGTHADJUST_SPACING: Short
open val LENGTHADJUST_SPACINGANDGLYPHS: Short
open val TEXT_NODE: Short
open val ENTITY_NODE: Short
open val ENTITY_REFERENCE_NODE: Short
open val TEXT_CONTENT_NODE: Short
open val CDATA_SECTION_NODE: Short
open val DOCUMENT_POSITION_DISCONNECTED: Short
open val DOCUMENT_POSITION_PRECEDING: Short
open val DOCUMENT_POSITION_FOLLOWING: Short
open val DOCUMENT_POSITION_CONTAINS: Short
open val DOCUMENT_POSITION_CONTAINED_BY: Short
open val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short

/**
 * Exposes the JavaScript [SVGTextElement](https://developer.mozilla.org/en/docs/Web/API/SVGTextElement) to Kotlin
 */
public external abstract class SVGTextElement : SVGTextPositioningElement {
    companion object {
        val LENGTHADJUST_UNKNOWN: Short
        val LENGTHADJUST_SPACING: Short
        val LENGTHADJUST_SPACINGANDGLYPHS: Short
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [SVGTSpanElement](https://developer.mozilla.org/en/docs/Web/API/SVGTSpanElement) to Kotlin
 */
public external abstract class SVGTSpanElement : SVGTextPositioningElement {
    companion object {
        val LENGTHADJUST_UNKNOWN: Short
        val LENGTHADJUST_SPACING: Short
        val LENGTHADJUST_SPACINGANDGLYPHS: Short
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [SVGTextPathElement](https://developer.mozilla.org/en/docs/Web/API/SVGTextPathElement) to Kotlin
 */
public external abstract class SVGTextPathElement : SVGTextContentElement, SVGURIReference {
    open val startOffset: SVGAnimatedLength
    open val method: SVGAnimatedEnumeration
    open val spacing: SVGAnimatedEnumeration

    companion object {
        val TEXTPATH_METHODTYPE_UNKNOWN: Short
        val TEXTPATH_METHODTYPE_ALIGN: Short
        val TEXTPATH_METHODTYPE_STRETCH: Short
        val TEXTPATH_SPACINGTYPE_UNKNOWN: Short
        val TEXTPATH_SPACINGTYPE_AUTO: Short
        val TEXTPATH_SPACINGTYPE_EXACT: Short
        val LENGTHADJUST_UNKNOWN: Short
        val LENGTHADJUST_SPACING: Short
        val LENGTHADJUST_SPACINGANDGLYPHS: Short
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}
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ATTACHMENT_NODE: Short
 val TEXT_NODE: Short
 val CDATA_SECTION_NODE: Short
 val ENTITY_REFERENCE_NODE: Short
 val ENTITY_NODE: Short
 val PROCESSING_INSTRUCTION_NODE: Short
 val COMMENT_NODE: Short
 val DOCUMENT_NODE: Short
 val DOCUMENT_TYPE_NODE: Short
 val DOCUMENT_FRAGMENT_NODE: Short
 val NOTATION_NODE: Short
 val DOCUMENT_POSITION_DISCONNECTED: Short
 val DOCUMENT_POSITION_PRECEDING: Short
 val DOCUMENT_POSITION_FOLLOWING: Short
 val DOCUMENT_POSITION_CONTAINS: Short
 val DOCUMENT_POSITION_CONTAINED_BY: Short
 val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short

/**
 * Exposes the JavaScript
 [SVGImageElement](https://developer.mozilla.org/en/docs/Web/API/SVGImageElement) to Kotlin
 */
public external abstract class SVGImageElement : SVGGraphicsElement, SVGURIReference, HTMLOrSVGImageElement {
    open val x: SVGAnimatedLength
    open val y: SVGAnimatedLength
    open val width: SVGAnimatedLength
    open val height: SVGAnimatedLength
    open val preserveAspectRatio: SVGAnimatedPreserveAspectRatio
    open var crossOrigin: String?

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript
 [SVGForeignObjectElement](https://developer.mozilla.org/en/docs/Web/API/SVGForeignObjectElement) to
 Kotlin
 */
public external abstract class SVGForeignObjectElement : SVGGraphicsElement {
    open val x: SVGAnimatedLength
    open val y: SVGAnimatedLength
    open val width: SVGAnimatedLength
    open val height: SVGAnimatedLength

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

public external abstract class SVGMarkerElement : SVGElement, SVGFitToViewBox {
    open val refX: SVGAnimatedLength
    open val refY: SVGAnimatedLength
    open val markerUnits: SVGAnimatedEnumeration
    open val markerWidth: SVGAnimatedLength
    open val markerHeight: SVGAnimatedLength
    open val orientType: SVGAnimatedEnumeration
    open val orientAngle: SVGAnimatedAngle
    open var orient: String
    fun setOrientToAuto()
    fun setOrientToAngle(angle: SVGAngle)

    companion object {
        val SVG_MARKERUNITS_UNKNOWN: Short
        val SVG_MARKERUNITS_USERSPACEONUSE: Short
        val SVG_MARKERUNITS_STROKED: Short
        val SVG_MARKERUNITS_STROKEWIDTH: Short
        val SVG_MARKERUNITS_AUTO: Short
        val SVG_MARKERUNITS_ORIENT_ANGLE: Short
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
    }
}
DOCUMENT_FRAGMENT_NODE: Short
val NOTATION_NODE: Short
val DOCUMENT_POSITION_DISCONNECTED: Short
val DOCUMENT_POSITION_PRECEDING: Short
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINS: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short
val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short

/**
 * Exposes the JavaScript [SVGSolidcolorElement](https://developer.mozilla.org/en/docs/Web/API/SVGSolidcolorElement) to Kotlin
 */
public external abstract class SVGSolidcolorElement : SVGElement {
    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [SVGGradientElement](https://developer.mozilla.org/en/docs/Web/API/SVGGradientElement) to Kotlin
 */
public external abstract class SVGGradientElement : SVGElement, SVGURIReference, SVGUnitTypes {
    open val gradientUnits: SVGAnimatedEnumeration
    open val gradientTransform: SVGAnimatedTransformList
    open val spreadMethod: SVGAnimatedEnumeration

    companion object {
        val SVG_SPREADMETHOD_UNKNOWN: Short
        val SVG_SPREADMETHOD_PAD: Short
        val SVG_SPREADMETHOD_REFLECT: Short
        val SVG_SPREADMETHOD_REPEAT: Short
        val SVG_UNIT_TYPE_UNKNOWN: Short
        val SVG_UNIT_TYPE_USERSPACEONUSE: Short
        val SVG_UNIT_TYPE_OBJECTBOUNDINGBOX: Short
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [SVGLinearGradientElement](https://developer.mozilla.org/en/docs/Web/API/SVGLinearGradientElement) to Kotlin
 */
public external abstract class SVGLinearGradientElement : SVGGradientElement {
    open val x1: SVGAnimatedLength
    open val y1: SVGAnimatedLength
    open val x2: SVGAnimatedLength
    open val y2: SVGAnimatedLength

    companion object {
        val SVG_SPREADMETHOD_UNKNOWN: Short
        val SVG_SPREADMETHOD_PAD: Short
        val SVG_SPREADMETHOD_REFLECT: Short
        val SVG_SPREADMETHOD_REPEAT: Short
        val SVG_UNIT_TYPE_UNKNOWN: Short
        val SVG_UNIT_TYPE_USERSPACEONUSE: Short
        val SVG_UNIT_TYPE_OBJECTBOUNDINGBOX: Short
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}
DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short

/**
 * Exposes the JavaScript
 [SVGRadialGradientElement](https://developer.mozilla.org/en/docs/Web/API/SVGRadialGradientElement) to
 Kotlin
 */
public external abstract class SVGRadialGradientElement : SVGGradientElement {
    open val cx: SVGAnimatedLength
    open val cy: SVGAnimatedLength
    open val r: SVGAnimatedLength
    open val fx: SVGAnimatedLength
    open val fy: SVGAnimatedLength
    companion object {
        val SVG_SPREADMETHOD_UNKNOWN: Short
        val SVG_SPREADMETHOD_PAD: Short
        val SVG_SPREADMETHOD_REFLECT: Short
        val SVG_SPREADMETHOD_REPEAT: Short
        val SVG_UNIT_TYPE_UNKNOWN: Short
        val SVG_UNIT_TYPE_USERSPACEONUSE: Short
        val SVG_UNIT_TYPE_OBJECTBOUNDINGBOX: Short
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

public external abstract class SVGMeshGradientElement : SVGGradientElement {
    companion object {
        val SVG_SPREADMETHOD_UNKNOWN: Short
        val SVG_SPREADMETHOD_PAD: Short
        val SVG_SPREADMETHOD_REFLECT: Short
        val SVG_SPREADMETHOD_REPEAT: Short
        val SVG_UNIT_TYPE_UNKNOWN: Short
        val SVG_UNIT_TYPE_USERSPACEONUSE: Short
        val SVG_UNIT_TYPE_OBJECTBOUNDINGBOX: Short
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

public external abstract class SVGMeshrowElement : SVGElement {
    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

public external abstract class SVGMeshpatchElement : SVGElement {
    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}
The document contains code snippets related to the exposure of JavaScript elements such as SVGStopElement, SVGPatternElement, and SVGHatchElement to Kotlin. It includes definitions for various node types and document positions, as well as companion objects for each class. The code is written in a mix of English and Japanese, indicating a focus on providing clear, readable code for developers.
JavaScript [NotificationEvent](https://developer.mozilla.org/en/docs/Web/API/NotificationEvent) to Kotlin

```kotlin
public external open class NotificationEvent{
  type: String
  eventInitDict: NotificationEventInit
}

/* please, don't implement this interface!
*/
@ Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface NotificationPermission {
  companion object
}

public inline val NotificationPermission.Companion.DEFAULT: NotificationPermission get() = "default".asDynamic().unsafeCast<NotificationPermission>()

public inline val NotificationPermission.Companion.DENIED: NotificationPermission get() = "denied".asDynamic().unsafeCast<NotificationPermission>()

public inline val NotificationPermission.Companion.GRANTED: NotificationPermission get() = "granted".asDynamic().unsafeCast<NotificationPermission>()

/* please, don't implement this interface!
*/
@ Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface NotificationDirection {
  companion object
}

public inline val NotificationDirection.Companion.AUTO: NotificationDirection get() = "auto".asDynamic().unsafeCast<NotificationDirection>()

public inline val NotificationDirection.Companion.LTR: NotificationDirection get() = "ltr".asDynamic().unsafeCast<NotificationDirection>()

public inline val NotificationDirection.Companion.RTL: NotificationDirection get() = "rtl".asDynamic().unsafeCast<NotificationDirection>()
```

---

Open Source Used In DNAC Platform Frey 2502
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[ServiceWorkerContainer](https://developer.mozilla.org/en/docs/Web/API/ServiceWorkerContainer) to Kotlin

```kotlin
public external abstract class ServiceWorkerContainer : EventTarget {
    open val controller: ServiceWorker?
    open val ready: Promise<ServiceWorkerRegistration>
    open var oncontrollerchange: ((Event) -> dynamic)?
    open var onmessage: ((MessageEvent) -> dynamic)?
    fun register(scriptURL: String, options: RegistrationOptions = definedExternally): Promise<ServiceWorkerRegistration>
    fun getRegistration(clientURL: String = undefined) { external Promise }
    fun getRegistrations(): Promise<Array<ServiceWorkerRegistration>>
}

public external interface RegistrationOptions {
    var scope: String?
        get() = definedExternally
        set(value) = definedExternally
    var type: WorkerType? /* = WorkerType.CLASSIC */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun RegistrationOptions(scope: String? = undefined, type: WorkerType? = WorkerType.CLASSIC): RegistrationOptions {
    val o = js("({})")
    o["scope"] = scope
    o["type"] = type
    return o
}

/**
 * Exposes the JavaScript [ServiceWorkerMessageEvent](https://developer.mozilla.org/en/docs/Web/API/ServiceWorkerMessageEvent) to Kotlin
 */
public external open class ServiceWorkerMessageEvent(type: String, eventInitDict: ServiceWorkerMessageEventInit = definedExternally) : Event {
    open val data: Any?
    open val origin: String
    open val lastEventId: String
    open val source: UnionMessagePortOrServiceWorker?
    open val ports: Array<MessagePort>?

    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }

    public external interface ServiceWorkerMessageEventInit : EventInit {
        var data: Any?
            get() = definedExternally
            set(value) = definedExternally
        var origin: String?
            get() = definedExternally
            set(value) = definedExternally
        var lastEventId: String?
            get() = definedExternally
            set(value) = definedExternally
        var source: UnionMessagePortOrServiceWorker?
            get() = definedExternally
            set(value) = definedExternally
        var ports: Array<MessagePort>?
            get() = definedExternally
            set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["data"] = data
    o["origin"] = origin
    o["lastEventId"] = lastEventId
    o["source"] = source
    o["ports"] = ports
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable
    o["composed"] = composed
    return o
}

/**
 * Exposes the JavaScript [ServiceWorkerGlobalScope](https://developer.mozilla.org/en/docs/Web/API/ServiceWorkerGlobalScope) to Kotlin
 */
public external abstract class ServiceWorkerGlobalScope : WorkerGlobalScope {
    open val clients: Clients
    open val registration: ServiceWorkerRegistration
    open var oninstall: ((Event) -> dynamic)?
    open var onactivate: ((Event) -> dynamic)?
    open var onfetch: ((FetchRequest) -> dynamic)?
    open var onforeignfetch: ((Event) -> dynamic)?
    open var onmessage: ((MessageEvent) -> dynamic)?
    open var onnotificationclick: ((NotificationEvent) -> dynamic)?
    open var onnotificationclose: ((NotificationEvent) -> dynamic)?
    fun skipWaiting(): Promise<Unit>
}

/**
 * Exposes the JavaScript [WindowClient](https://developer.mozilla.org/en/docs/Web/API/WindowClient) to Kotlin
 */
public external abstract class WindowClient : Client {
    open val visibilityState: dynamic
    open var focused: Boolean
    fun focus(): Promise<WindowClient>
    fun navigate(url: String): Promise<WindowClient>
}

/**
 * Exposes the JavaScript [Clients](https://developer.mozilla.org/en/docs/Web/API/Clients) to Kotlin
 */
public external abstract class Clients {
    fun get(id: String): Promise<Client>
    fun openWindow(url: String): Promise<WindowClient>
}
claim(): Promise<Unit>

public external interface ClientQueryOptions {
    var includeUncontrolled: Boolean? /* = false */
    get() = definedExternally
    set(value) = definedExternally
    var type: ClientType? /* = ClientType.WINDOW */
    get() = definedExternally
    set(value) = definedExternally
    @kotlin.internal.InlineOnly
    public external interface ClientQueryOptions {
        var includeUncontrolled: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
        var type: ClientType? /* = ClientType.WINDOW */
        get() = definedExternally
        set(value) = definedExternally
    }

    @kotlin.internal.InlineOnly
    public inline fun ClientQueryOptions(includeUncontrolled: Boolean? = false, type: ClientType? = ClientType.WINDOW):
        ClientQueryOptions {
            val o = js("{}")
            o["includeUncontrolled"] = includeUncontrolled
            o["type"] = type
            return o
        }

    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }

    /**
     * Exposes the JavaScript [ExtendableEvent](https://developer.mozilla.org/en/docs/Web/API/ExtendableEvent) to Kotlin
     * in *public external open class ExtendableEvent(type: String, eventInitDict: ExtendableEventInit =
     * definedExternally) : Event {
     *     fun waitUntil(f: Promise<Any?>)\n     * }
     * companion object {
     *     val NONE:
     *     val CAPTURING_PHASE:
     *     val AT_TARGET:
     *     val BUBBLING_PHASE:
     * }
     */

    public external open class ExtendableEvent(type: String, eventInitDict: ExtendableEventInit = definedExternally) :
        Event {
            fun waitUntil(f: Promise<Any?>) =
        }

    companion object {
        val NONE:
        val CAPTURING_PHASE:
        val AT_TARGET:
        val BUBBLING_PHASE:
    }

    public external interface ExtendableEventInit : EventInit

    @kotlin.internal.InlineOnly
        ExtendableEventInit {
            val o = js("{}")
            o["bubbles"] = bubbles
            o["cancelable"] = cancelable
            o["composed"] = composed
            return o
        }

    companion object {
        val NONE:
        val CAPTURING_PHASE:
        val AT_TARGET:
        val BUBBLING_PHASE:
    }

    /**
     * Exposes the JavaScript [InstallEvent](https://developer.mozilla.org/en/docs/Web/API/InstallEvent) to Kotlin
     */

    public external open class InstallEvent(type: String, eventInitDict: ExtendableEventInit = definedExternally) :
        ExtendableEvent {
            fun registerForeignFetch(options: ForeignFetchOptions)
        }

    companion object {
        val NONE:
        val CAPTURING_PHASE:
        val AT_TARGET:
        val BUBBLING_PHASE:
    }

    public external interface ForeignFetchOptions {
        var scopes: Array<String>?
        get() = definedExternally
        set(value) = definedExternally
        var origins: Array<String>?
        get() = definedExternally
        set(value) = definedExternally
    }

    @kotlin.internal.InlineOnly
    public inline fun ForeignFetchOptions(scopes: Array<String>?, origins: Array<String>?):
        ForeignFetchOptions {
            val o = js("{}")
            o["scopes"] = scopes
            o["origins"] = origins
            return o
        }

    companion object {
        val NONE:
        val CAPTURING_PHASE:
        val AT_TARGET:
        val BUBBLING_PHASE:
    }

    /**
     * Exposes the JavaScript [FetchEvent](https://developer.mozilla.org/en/docs/Web/API/FetchEvent) to Kotlin
     */

    public external open class FetchEvent(type: String, eventInitDict: FetchEventInit) :
        ExtendableEvent {
            open val request: Request
            open val clientId: String?
            open val isReload: Boolean
            fun respondWith(r: Promise<Response>)
        }

    companion object {
        val NONE:
        val CAPTURING_PHASE:
        val AT_TARGET:
        val BUBBLING_PHASE:
    }

    public external interface FetchEventInit : ExtendableEventInit {
        var request: Request?
        get() = definedExternally
        set(value) = definedExternally
        var clientId: String? /* = null */
        get() = definedExternally
        set(value) = definedExternally
        var isReload: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    }

    @kotlin.internal.InlineOnly
        FetchEventInit {
            val o = js("{}")
            o["request"] = request
            o["clientId"] = clientId
            o["isReload"] = isReload
            o["bubbles"] = bubbles
            o["cancelable"] = cancelable
            o["composed"] = composed
            return o
        }

    companion object {
        val NONE:
        val CAPTURING_PHASE:
        val AT_TARGET:
        val BUBBLING_PHASE:
    }

    public external interface ForeignFetchEventInit : ExtendableEventInit {
        var request: Request?
        get() = definedExternally
        set(value) = definedExternally
        var origin: String
        get() = definedExternally
        set(value) = definedExternally
    }

    @kotlin.internal.InlineOnly
        ForeignFetchEventInit {
            val o = js("{}")
            o["request"] = request
            o["origin"] = origin
            o["bubbles"] = bubbles
            o["cancelable"] = cancelable
            o["composed"] = composed
            return o
        }

    companion object {
        val NONE:
        val CAPTURING_PHASE:
        val AT_TARGET:
        val BUBBLING_PHASE:
    }

    public external interface ForeignFetchResponse {
        var response: Response?
        get() = definedExternally
        set(value) = definedExternally
        var origin: String
        get() = definedExternally
        set(value) = definedExternally
        var headers: Array<String>?
        get() = definedExternally
        set(value) = definedExternally
    }

    @kotlin.internal.InlineOnly
    public inline fun ForeignFetchResponse(response: Response?, headers: Array<String>?):
        ForeignFetchResponse {
            val o = js("{}")
            o["response"] = response
            o["headers"] = headers
            return o
        }
Promise<Cache>

fun delete(cacheName: String): Promise<Boolean>

fun keys(): Promise<Array<String>>

public external open class FunctionalEvent : ExtendableEvent {
    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }
}

public external interface UnionMessagePortOrServiceWorker

public external interface UnionClientOrMessagePortOrServiceWorker

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface ServiceWorkerState {
    companion object
}

public inline val ServiceWorkerState.Companion.INSTALLING: ServiceWorkerState get() = "installing".asDynamic().unsafeCast<ServiceWorkerState>()

public inline val ServiceWorkerState.Companion.INSTALLED: ServiceWorkerState get() = "installed".asDynamic().unsafeCast<ServiceWorkerState>()

public inline val ServiceWorkerState.Companion.ACTIVATING: ServiceWorkerState get() = "activating".asDynamic().unsafeCast<ServiceWorkerState>()

public inline val ServiceWorkerState.Companion.ACTIVATED: ServiceWorkerState get() = "activated".asDynamic().unsafeCast<ServiceWorkerState>()

public inline val ServiceWorkerState.Companion.REDUNDANT: ServiceWorkerState get() = "redundant".asDynamic().unsafeCast<ServiceWorkerState>()

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface FrameType {
    companion object
}

public inline val FrameType.Companion.AUXILIARY: FrameType get() = "auxiliary".asDynamic().unsafeCast<FrameType>()

public inline val FrameType.Companion.TOP_LEVEL: FrameType get() = "top-level".asDynamic().unsafeCast<FrameType>()

public inline val FrameType.Companion.NESTED: FrameType get() = "nested".asDynamic().unsafeCast<FrameType>()

public inline val FrameType.Companion.NONE: FrameType get() = "none".asDynamic().unsafeCast<FrameType>()

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface ClientType {
    companion object
}

public inline val ClientType.Companion.WINDOW: ClientType get() = "window".asDynamic().unsafeCast<ClientType>()

public inline val ClientType.Companion.WORKER: ClientType get() = "worker".asDynamic().unsafeCast<ClientType>()

public inline val ClientType.Companion.SHAREDWORKER: ClientType get() = "sharedworker".asDynamic().unsafeCast<ClientType>()

public inline val ClientType.Companion.ALL: ClientType get() = "all".asDynamic().unsafeCast<ClientType>()

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// NOTE: THIS FILE IS AUTO-GENERATED, DO NOT EDIT!
// See github.com/kotlin/dukat for details

package org.w3c.xhr

import kotlin.js.*
import org.khronos.webgl.*
import org.w3c.css.masking.*
import org.w3c.dom.*
import org.w3c.dom.clipboard.*
import org.w3c.dom.css.*
import org.w3c.dom.events.*
import org.w3c.dom.mediacapture.*
import org.w3c.dom.parsing.*
import org.w3c.dom.pointerevents.*
import org.w3c.dom.svg.*
import org.w3c.dom.url.*
import org.w3c.fetch.*
import org.w3c.files.*
import org.w3c.notifications.*
import org.w3c.performance.*
import org.w3c.workers.*

/**
 * Exposes the JavaScript [XMLHttpRequestEventTarget](https://developer.mozilla.org/en/docs/Web/API/XMLHttpRequestEventTarget) to Kotlin
 */
public external abstract class XMLHttpRequestEventTarget : EventTarget {
    open var onloadstart: ((ProgressEvent) -> dynamic)?
    open var onprogress: ((ProgressEvent) -> dynamic)?
    open var onabort: ((Event) -> dynamic)?
    open var onerror: ((Event) -> dynamic)?
    open var onload: ((Event) -> dynamic)?
    open var ontimeout: ((Event) -> dynamic)?
    open var onloadend: ((Event) -> dynamic)?
}

public external abstract class XMLHttpRequestUpload : XMLHttpRequestEventTarget

/**
 * Exposes the JavaScript [XMLHttpRequest](https://developer.mozilla.org/en/docs/Web/API/XMLHttpRequest) to Kotlin
 */
public external open class XMLHttpRequest : XMLHttpRequestEventTarget {
    var onreadystatechange: ((Event) -> dynamic)?
    open val readyState: Short
    var timeout: Int
    var withCredentials: Boolean
    open val upload:
XMLHttpRequest

open val responseURL: String
open val openStatus: Short
open val statusText: String
var responseType: XMLHttpRequestResponseType
open val response: Any?
open val responseText: String
open val responseXML: Document?
fun open(method: String, url: String)
fun setRequestHeader(name: String, value: String)
fun send(body: dynamic = definedExternally)
fun abort()
fun getResponseHeader(name: String): String
fun getAllResponseHeaders(): String
fun overrideMimeType(mime: String)

companion object {
    val UNSENT: Short
    val OPENED: Short
    val HEADERS_RECEIVED: Short
    val LOADING: Short
    val DONE: Short
    val ERROR: Short
}

/**
 * Exposes the JavaScript [FormData](https://developer.mozilla.org/en/docs/Web/API/FormData) to Kotlin
 */
public external open class FormData(form: HTMLFormElement = definedExternally) {
    fun append(name: String, value: String)
    fun append(name: String, value: Blob, filename: String = definedExternally)
    fun delete(name: String)
    fun get(name: String): dynamic
    fun getAll(name: String): Array<dynamic>
    fun has(name: String): Boolean
    fun set(name: String, value: String)
    fun set(name: String, value: Blob, filename: String = definedExternally)
}

/**
 * Exposes the JavaScript [ProgressEvent](https://developer.mozilla.org/en/docs/Web/API/ProgressEvent) to Kotlin
 */
public external open class ProgressEvent(type: String, eventInitDict: ProgressEventInit = definedExternally) : Event {
    open val lengthComputable: Boolean
    open val loaded: Number
    open val total: Number

    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }
}

public external interface ProgressEventInit : EventInit {
    var lengthComputable: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
        var loaded: Number? /* = 0 */
        get() = definedExternally
        set(value) = definedExternally
        var total: Number? /* = 0 */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["lengthComputable"] = lengthComputable
    o["loaded"] = loaded
    o["total"] = total
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable
    o["composed"] = composed
    return o
}

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface XMLHttpRequestResponseType {
    companion object
}

public inline val XMLHttpRequestResponseType.Companion.EMPTY: XMLHttpRequestResponseType get() = "".asDynamic().unsafeCast<XMLHttpRequestResponseType>()

public inline val XMLHttpRequestResponseType.Companion.ARRAYBUFFER: XMLHttpRequestResponseType get() = "arraybuffer".asDynamic().unsafeCast<XMLHttpRequestResponseType>()

public inline val XMLHttpRequestResponseType.Companion.BLOB: XMLHttpRequestResponseType get() = "blob".asDynamic().unsafeCast<XMLHttpRequestResponseType>()

public inline val XMLHttpRequestResponseType.Companion.DOCUMENT: XMLHttpRequestResponseType get() = "document".asDynamic().unsafeCast<XMLHttpRequestResponseType>()

public inline val XMLHttpRequestResponseType.Companion.JSON: XMLHttpRequestResponseType get() = "json".asDynamic().unsafeCast<XMLHttpRequestResponseType>()

public inline val XMLHttpRequestResponseType.Companion.TEXT: XMLHttpRequestResponseType get() = "text".asDynamic().unsafeCast<XMLHttpRequestResponseType>()
considered an experimental declaration
* and its call sites should accept the experimental aspect of it either by
using [UseExperimental],
* or by being annotated with that marker themselves, effectively causing further
propagation of that experimental aspect.
* This class is deprecated in favor of a more general approach
provided by [RequiresOptIn]/[OptIn],

/*
@Target(ANNOTATION_CLASS)
@Retention(BINARY)
@SinceKotlin("1.2")
@RequireKotlin("1.2.50")
@Deprecated("Please use RequiresOptIn instead.")

public annotation class Experimental(val level: Level = Level.ERROR) {
    /**
     * Severity of the diagnostic that should be reported on usages of experimental API which did not explicitly accept the experimental
     * aspect
     * of that API either by using [UseExperimental] or by being annotated with the corresponding marker
     * annotation.
     */
    public enum class Level {
        /** Specifies that a warning should be reported on incorrect
         * usages of this experimental API. */
        WARNING,
        /** Specifies that an error should be reported on
         * incorrect usages of this experimental API. */
        ERROR,
    }
}

/**
 * Allows to use experimental API
 * denoted by the given markers in the annotated file, declaration, or expression.
 * If a declaration is annotated with [UseExperimental], its usages are
 * required to opt-in to that experimental API.
 * This class is deprecated in favor of a more general approach provided by
 * [RequiresOptIn]/[OptIn].
 */
@Target(
    CLASS,
    PROPERTY, LOCAL_VARIABLE, VALUE_PARAMETER, CONSTRUCTOR, FUNCTION,
    PROPERTY_GETTER, PROPERTY_SETTER, EXPRESSION, FILE,
    TYPEALIAS
)
@Retention(SOURCE)
@SinceKotlin("1.2")
@RequireKotlin("1.2.50", versionKind = RequireKotlinVersionKind.COMPILER_VERSION)
@Deprecated("Please use OptIn instead.",
    ReplaceWith("OptIn(*markerClass)", "kotlin.OptIn")
)
public annotation class UseExperimental(
    vararg val markerClass: KClass<out Annotation>
)

@Target(CLASS, PROPERTY, CONSTRUCTOR, FUNCTION,
    TYPEALIAS)
@Retention(BINARY)
@Internal
@SinceKotlin("1.3") // TODO: Remove
internal annotation class ExperimentalStdlibApi

argument of the [SequenceScope.yield] function, that is called inside the lambda passed to [sequence].

*An @Target(VALUE_PARAMETER, FUNCTION, PROPERTY) @Retention(AnnotationRetention.BINARY) @SinceKotlin("1.3") @ExperimentalTypeInference

public annotation class BuilderInference

* The experimental multiplatform support API marker.

Any usage of a declaration annotated with `@ExperimentalMultiplatform` must be accepted either by

not annotating that usage with the [OptIn] annotation, e.g. `@OptIn(ExperimentalMultiplatform::class)`, or by using the compiler argument `-Xopt-in=kotlin.ExperimentalMultiplatform`

* @Suppress("DEPRECATION") @Experimental @RequiresOptIn

The experimental multiplatform support API marker.

Any usage of a declaration annotated with `@ExperimentalMultiplatform` must be accepted either by

not annotating that usage with the [OptIn] annotation, e.g. `@OptIn(ExperimentalMultiplatform::class)`, or by using the compiler argument `-Xopt-in=kotlin.ExperimentalMultiplatform`

* Reason: this annotation is experimental, see [ExperimentalMultiplatform] on how to opt-in for it.

* @Retention(AnnotationRetention.BINARY) @SinceKotlin("1.2.50") @RequireKotlinVersionKind.COMPILED_VERSION

public annotation class ExperimentalMultiplatform

* Marks an expected annotation class that it isn't required to have actual counterparts in all platforms.

This annotation is only applicable to 'expect' annotation classes in multi-platform projects and marks that class as 'optional'.

Optional expected class is allowed to have no corresponding actual class on the platform. Optional annotations can only be used to annotate something, not as types in signatures. If an optional annotation has no corresponding actual class on a platform, the annotation entries where it's used are simply erased when compiling code on that platform.

* Note: this annotation is experimental, see [ ExperimentalMultiplatform] on how to opt-in for it.

* @Retention(AnnotationRetention.BINARY) @SinceKotlin("1.2.50") @RequireKotlinVersionKind.COMPILED_VERSION

public annotation class OptionalExpectation

* Marks an expected annotation class that it isn't required to have actual counterparts in all platforms.

This annotation is only applicable to 'expect' annotation classes in multi-platform projects and marks that class as 'optional'.

Optional expected class is allowed to have no corresponding actual class on the platform. Optional annotations can only be used to annotate something, not as types in signatures. If an optional annotation has no corresponding actual class on a platform, the annotation entries where it's used are simply erased when compiling code on that platform.

* Note: this annotation is experimental, see [ ExperimentalMultiplatform] on how to opt-in for it.

* @Retention(AnnotationRetention.BINARY) @SinceKotlin("1.3") @RequiredKotlinVersionKind.MINIMUM

public annotation class RequiresOptIn

* Signals that the annotated annotation class is a marker of an API that requires an explicit opt-in.

Call sites of any declaration annotated with that marker should opt in to the API either by using [OptIn], or by being annotated with that marker themselves, effectively causing further propagation of the opt-in requirement.

This class requires opt-in itself and can only be used with the compiler argument `-Xopt-in=kotlin.RequiresOptIn`

* @property message message to be reported on usages of API without an explicit opt-in, or empty string for the default message.

The default message is: "This declaration is experimental and its usage should be marked with 'Marker' or '@OptIn('Marker::class')', where 'Marker' is the opt-in requirement marker."

* @property level specifies how usages of API without an explicit opt-in are reported in code.

* @Retention(AnnotationRetention.BINARY) @SinceKotlin("1.3") @RequiredKotlinVersionKind.MINIMUM

public annotation class RequiresOptIn

* Severity of the diagnostic that should be reported on usages which did not explicitly opted into the API either by using [OptIn] or by being annotated with the corresponding marker annotation.

* @property Level Level (in public enum class Level (\n
** Specifies that a warning should be reported on incorrect usages of this API.

** Specifies that an error should be reported on incorrect usages of this API.

* Allows to use the API
denoted by the given markers in the annotated file, declaration, or expression.\n* If a declaration is annotated with [OptIn], its usages are *not required to opt in to that API.\n* This class requires opt-in itself and can only be used with the compiler argument `-Xopt-in=kotlin.RequiresOptIn`.\n* Declaration, or expression.\n
```java
@Target(
    CLASS, PROPERTY, LOCAL_VARIABLE, VALUE_PARAMETER, CONSTRUCTOR, FUNCTION, PROPERTY_GETTER, PROPERTY_SETTER, EXPRESSION, FILE,
    TYPEALIAS
)\n@Retention(SOURCE)\n@SinceKotlin("1.3")\n@RequireKotlin("1.3.70", versionKind = RequireKotlinVersionKind.COMPLIER_VERSION)\n@RequiresOptIn(\n    vararg val markerClass:\n   KC\n   lass\n)

abstract annotation class OptIn(
    vararg val markerClass:\n    KClass<out Annotation>\n)

/*
 * Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n
package kotlin.collections

import kotlin.js.JsName

/**
 * Provides a skeletal implementation of the read-only [Collection] interface.\n * This class is intended to help implementing iterators so that implementations only have to implement [computeNext] to implement the iterator, calling [done] when the iteration is complete.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n
private enum class State {
    Ready,\n    NotReady,\n    Done,\n    Failed\n}

/**
 * A base class to simplify implementing iterators so that implementations only have to implement [computeNext] to implement the iterator, calling [done] when the iteration is complete.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n
package kotlin.collections

/**
 * Provides a skeletal implementation of the read-only [List] interface.\n * This class is intended to help implementing iterators so that implementations only have to implement [computeNext] to implement the iterator, calling [done] when the iteration is complete.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n```
perhaps it was null and we don’t contain the key?\n
if (ourValue == null \&\& !containsKey(key)) \n
return false\n
else return true\n
/***\n
* COMPARES THIS MAP WITH OTHER INSTANCE WITH THE ORDERED STRUCTURAL EQUALITY.\n
* \n
* @return true, if [other] instance is a [Map] of the same size, all entries of which are contained in the [entries] set of this map.\n
* \n
* override fun equals(other: Any?): Boolean \n
* if (other == this) return true\n
* if (other is Map<*, *>?) \n
* return false\n
* if (size != other.size) return false\n
* return other.entries.all { \n
* containingEntry(it) \n
* }\n
* override operator fun get(key: K): V? = \n
* implFindEntry(key)?.value\n
* /**\n
* Retruns the hash code value for this map.\n
* \n
* It is the same as the hashcode of [entries] set.\n
* \n
* override fun hashcode(): Int = entries.hashCode()\n
* override fun isEmpty(): Boolean = size == 0\n
* override val size: Int get() = entries.size\n
* /**\n
* Returns a read-only [Set] of all keys in this map.\n
* \n
* Accessing this property first time creates a keys view from [entries].\n
* \n
* All subsequent accesses just return the created instance.\n
* \n
* \n
* override val keys: Set<K> \n
* get() = \n
* if (_keys == null) \n
* {

* _keys = object : AbstractSet<K>() \n
* {

* override operator fun contains(element: K): Boolean = containsKey(element)\n
* override operator fun iterator(): Iterator<K> \n
* {

* val entryIterator = entries.iterator()\n
* return object : Iterator<K> \n
* {

* override operator fun hasNext(): Boolean = entryIterator.hasNext()\n
* override fun next(): K = \n
* entryIterator.next().key\n
* }

* }

* }

* }

* return other.entries.all { \n
* containingEntry(it) \n
* }\n
* override operator fun get(key: K): V? = \n
* implFindEntry(key)?.value\n
* /**\n
* Returns a read-only [Collection] of all values in this map.\n
* \n
* Accessing this property first time creates a values view from [entries].\n
* \n
* All subsequent accesses just return the created instance.\n
* \n
* \n
* override val values: Collection<V> \n
* get() = \n
* if (_values == null) \n
* {

* _values = object : AbstractCollection<V>() \n
* {

* override operator fun contains(element: @UnsafeVariance V): Boolean = \n
* entries.containsValue(element)\n
* }

* }

* return this@AbstractMap.size\n
* }

* override fun hasnext(): Boolean = entryIterator.hasNext()\n
* override fun next(): V = entryIterator.next().value\n
* }

* internal fun setEquals(c: Set<*>, other: Set<*>): Boolean {

* if (c.size != other.size) return false\n
* for (element in c) \n
* hashCode += (element?.hashCode() ?: 0)\n
* return other.hashCode() == hashCode\n
* }

* internal fun unorderedHashCode(c: Collection<*>): Int {

* var hashCode = 0\n
* for (element in c) \n
* hashCode += (element?.hashCode() ?: 0)\n
* return hashCode\n
* }

* object {

* internal fun unorderedHashCode(c: Collection<*>): Int {

* var hashCode = 0\n
* for (element in c) \n
* hashCode += (element?.hashCode() ?: 0)\n
* return hashCode\n
* }
return c.containsAll(other)
}

/*
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 */

package kotlin.collections

import kotlin.native.concurrent.SharedImmutable

@SharedImmutable
private val emptyElementData = emptyArray<Any?>()
private const val maxArraySize = Int.MAX_VALUE - 8
private const val defaultMinCapacity = 10

/**
 * Resizable-array implementation of the deque data structure.
 * The name deque is short for "double ended queue" and is usually pronounced "deck".
 * The collection provides methods for convenient access to both ends.
 * It also implements [MutableList] interface and supports efficient get/set operations by index.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public class ArrayDeque<E> : AbstractMutableList<E> {
    private var head: Int = 0
    private var elementData: Array<Any?>

    override var size: Int = 0
        private set

    /**
     * Constructs an empty deque with specified [initialCapacity],
     * or throws [IllegalStateException] if [initialCapacity] is negative.
     */
    public constructor(initialCapacity: Int) {
        elementData = when {
            initialCapacity == 0 -> emptyElementData
            initialCapacity > 0 - arrayOfNulls(initialCapacity)
            else -> throw IllegalArgumentException("Illegal Capacity: $initialCapacity")
        }
    }

    /**
     * Constructs an empty deque.
     */
    public constructor() {
        elementData = emptyElementData
    }

    /**
     * Constructs a deque that contains the same elements as the specified [elements] collection in the same order.
     */
    public constructor(elements: Collection<E>) {
        elementData = elements.toTypedArray()
        size = elementData.size
        if (elementData.isEmpty())
            elementData = emptyElementData
    }

    /**
     * Ensures that the capacity of this deque is at least equal to the specified [minCapacity].
     * Otherwise, this method takes no action and simply returns.
     */
    private fun ensureCapacity(minCapacity: Int) {
        if (minCapacity < 0) throw IllegalStateException("Deque is too big.")
        if (minCapacity <= elementData.size) return
        if (elementData === emptyElementData) {
            elementData = arrayOfNulls(minCapacity.coerceAtLeast(defaultMinCapacity))
            return
        }

        val newCapacity = newCapacity(elementData.size, minCapacity)
        copyElements(newCapacity)
    }

    // made internal for testing
    private inline fun newCapacity(oldCapacity: Int, minCapacity: Int): Int {
        // overflow-conscious
        var newCapacity = oldCapacity + (oldCapacity shr 1)
        if (newCapacity - minCapacity < 0)
            newCapacity = minCapacity
        if (newCapacity - maxArraySize > 0)
            newCapacity = if (minCapacity > maxArraySize) Int.MAX_VALUE else maxArraySize
        return newCapacity
    }

    private fun copyElements(newCapacity: Int) {
        val newElements = arrayOfNulls<Any?>(newCapacity)
        elementData.copyInto(newElements, 0, head, elementData.size)
        elementData.copyInto(newElements, elementData.size - head, 0, head)
        head = 0
        elementData = newElements
    }

    @kotlin.internal.InlineOnly
    private inline fun internalGet(internalIndex: Int): E {
        @Suppress("UNCHECKED_CAST")
        return elementData[internalIndex] as E
    }

    private fun positiveMod(index: Int): Int = if (index >= elementData.size) index - elementData.size else index

    private fun negativeMod(index: Int): Int = if (index < 0) index + elementData.size else index

    private fun internalIndex(index: Int): Int = positiveMod(index)

    private fun incremented(index: Int): Int = if (index == elementData.lastIndex) 0 else index + 1

    private fun decremented(index: Int): Int = if (index == 0) elementData.lastIndex else index - 1

    override fun isEmpty(): Boolean = size == 0

    /**
     * Returns the first element, or throws [NoSuchElementException] if this deque is empty.
     */
    public fun first(): E = if (isEmpty())
        throw NoSuchElementException("ArrayDeque is empty.")
        else internalGet(head)

    /**
     * Returns the first element, or `null` if this deque is empty.
     */
    public fun firstOrNull(): E? = if (isEmpty())
        null
        else internalGet(head)

    /**
     * Returns the last element, or throws [NoSuchElementException] if this deque is empty.
     */
    public fun last(): E = if (isEmpty())
        throw NoSuchElementException("ArrayDeque is empty.")
        else internalGet(elementData.size - head)

    /**
     * Returns the last element, or `null` if this deque is empty.
     */
    public fun lastOrNull(): E? = if (isEmpty())
        null
        else internalGet(elementData.size - head)

    /**
     * Prepends the specified [element] to this deque.
     */
    override fun addFirst(element: E): Boolean = if (isEmpty())
        elementData = arrayOfNulls(elementData.size + 1)
        head = head - 1
        size = size + 1
        @kotlin.internal.InlineOnly
        private inline fun internalAddFirst(element: E) {
            @Suppress("UNCHECKED_CAST")
            elementData[head] = element
            head = head + 1
        }
    else internalGet(first)

    /**
     * Prepends the specified [element] to this deque.
     */
    override fun addLast(element: E): Boolean = if (isEmpty())
        elementData = arrayOfNulls(elementData.size + 1)
        head = head + 1
        size = size + 1
        @kotlin.internal.InlineOnly
        private inline fun internalAddLast(element: E) {
            @Suppress("UNCHECKED_CAST")
            elementData[elementData.size - head] = element
        }
    else internalGet(last)
public fun addFirst(element: E) {
    ensureCapacity(size + 1)
    head = decremented(head)
    elementData[head] = element
    size += 1
}

private fun copyCollectionElements(internalIndex: Int, elements: Collection<E>) {
    val iterator = elements.iterator() // head can be zero
    for (index in internalIndex until elementData.size) {
        if (!iterator.hasNext())
            return
        elementData[index] = iterator.next()
    }
    for (index in 0 until head) {
        if (decrementedInternalIndex >= head) {
            elementData[decrementedHead] = element
            head = decremented(head)
        } else {
            // head > tail
            elementData.copyInto(elementData, head - 1, head, elementData.size)
        }
    }
    if (decrementedInternalIndex < tail) {
        elementData.copyInto(elementData, head, head + 1, decrementedInternalIndex + 1)
    } else {
        // head > tail
        val decrementedHead = decremented(head)
        if (decrementedInternalIndex >= head) {
            elementData[decrementedHead] = elementData.copyInto(elementData, head, head + 1, decrementedInternalIndex + 1)
        } else {
            // head > tail
            elementData.copyInto(elementData, 0, 1, decrementedInternalIndex + 1)
        }
    }
}

// In case the preceding elements are shifted
// * if the insertion index is greater than the head (regardless of circular array form)
//   -> shift the preceding elements
// * otherwise, the circular array has (2) form and the insertion index is less than tail
//   -> shift all elements in the back of the array
//   -> shift preceding elements in the front of the array
// In case the succeeding elements are shifted:
// * if the insertion index is less than the tail (regardless of circular array form)
//   -> shift the succeeding elements
// * otherwise, the circular array has (2) form and the insertion index is greater than head
//   -> shift all elements in the front of the array
//   -> shift succeeding elements in the back of the array
val internalIndex = internalIndex(index)
val element = internalGet(internalLastIndex)
val elementData = elementData[internalLastIndex]
val elementData = elementData.copyInto(elementData, head, head + 1, decrementedInternalIndex + 1)
val decrementedHead = decremented(head)
if (decrementedInternalIndex >= head) {
    elementData[decrementedHead] = elementData.copyInto(elementData, head, head + 1, decrementedInternalIndex + 1)
} else {
    // head > tail
    elementData.copyInto(elementData, 0, 1, decrementedInternalIndex + 1)
}
val elementData = elementData[decrementedInternalIndex]
val head = decrementedHead
else {
    // closer to the last element
    val tail = internalIndex(size)
    if (internalIndex < tail) {
        elementData.copyInto(elementData, internalIndex + 1, internalIndex, tail)
    } else {
        // head > tail
        elementData.copyInto(elementData, 1, 0, tail)
    }
}
private fun copyCollectionElements(internalIndex: Int, elements: Collection<E>) {
    val iterator = elements.iterator()
    for (index in internalIndex until elementData.size) {
        if (!iterator.hasNext())
            break
        elementData[index] = iterator.next()
    }
}

Array<out T>>.flatten(): List<T> {
    val result = ArrayList<T>(sumBy { it.size })
    for (element in this) {
    }
}
result.addAll(element)
    }
    return result
}

/**
 * Returns a pair of lists, where:
 * first list is built from the first values of each pair from this array,
 * second list is built from the second values of each pair from this array.
 * @sample samples.collections.Arrays.Transformations.unzipArray
 */
@sample collections.Arrays.transformations.unzipArray
*/

fun <T, R> ArrayOutPair<T, R>.unzip(): Pair<ArrayOutList<T>, ArrayOutList<R>> {
    val listT = ArrayOutList<T>(size)
    val listR = ArrayOutList<R>(size)
    for (pair in this) {
        listT.add(pair.first)
        listR.add(pair.second)
    }
    return listT to listR
}

/**
 * Returns `true` if this nullable array is either null or empty.
 * @sample samples.collections.ArraysERGY
 */
@SinceKotlin("1.3")
@kotlin.js.JsName("isNullOrEmpty")
@kotlin.js.JsName("contentDeepToStringImpl")
@UseExperimental(ExperimentalUnsignedTypes::class)
@PublishedApi
@JvmName("contentDeepToString")
@PublishedApi
internal fun <T> Array<out T>.contentDeepToStringImpl(): String {
    val length = size.coerceAtMost((Int.MAX_VALUE - 2) / 5) * 5 + 2 // in order not to overflow Int.MAX_VALUE
    return buildString(length) {
        contentDeepToStringInternal(this, mutableListOf())
    }
}

private fun <T> Array<out T>.contentDeepToStringInternal(result: StringBuilder, processed: MutableList<Array<*>>) {
    if (this in processed) {
        result.append("[...]")
        return
    }
    processed.add(this)
    result.append('[')
    for (i in indices) {
        if (i != 0) {
            result.append(', ')
        }
        val element = this[i]
        when (element) {
            null -> result.append("null")
            is Array<*> -> element.contentDeepToStringInternal(result, processed)
            is ByteArray -> result.append(element.contentToString())
            is ShortArray -> result.append(element.contentToString())
            is IntArray -> result.append(element.contentToString())
            is LongArray -> result.append(element.contentToString())
            is FloatArray -> result.append(element.contentToString())
            is DoubleArray -> result.append(element.contentToString())
            is CharArray -> result.append(element.contentToString())
            is BooleanArray -> result.append(element.contentToString())
            is UByteArray -> result.append(element.contentToString())
            is UShortArray -> result.append(element.contentToString())
            is UIntArray -> result.append(element.contentToString())
            is ULongArray -> result.append(element.contentToString())
            else -> if (v1 != v2) return false
        }
    }
    result.append(']
    return
}

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is ULongArray -> result.append(element.contentToString())
else ->
    result.append(element.toString())
    }

    result.append(']')
  }

  processed.removeAt(processed.lastIndex)
} /*
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 * Use of this source code is governed by the Apache 2.0 license that can be found in the
 * LICENSE.txt file.
 */

package kotlin.collections

/**
 * Data class representing a value from a
 * collection or sequence, along with its index in that collection or sequence.
 * @property value the underlying value.
 * @property index the index of the value in the collection or sequence.
 */
public data class
IndexedValue<out T>(public val index: Int, public val value: T)

package kotlin.collections

import kotlin.reflect.KProperty
import kotlin.internal.Exact

/**
 * Returns the value of
 * the property for the given object from this read-only map.
 * @param thisRef the object for which the value is
 * requested (not used).
 * @param property the metadata for the property, used to get the name of property and
 * lookup the value corresponding to this name in the map.
 * @return the property value.
 * @throws NoSuchElementException when the map doesn't contain value for the property name and doesn't provide an implicit
default (see [withDefault]).
 */
@kotlin.internal.InlineOnly
public inline operator fun <V, V1 : V> Map<in String, @Exact V>.getValue(thisRef: Any?, property: KProperty<*>): V1 =
    @Suppress("UNCHECKED_CAST") (getOrImplicitDefault(property.name) as V1)

/**
 * Returns the value of the property for the given object from this mutable map.
 * @param thisRef the object for which the value is
 * requested (not used).
 * @param property the metadata for the property, used to get the name of property and
 * lookup the value corresponding to this name in the map.
 * @return the property value.
 * @throws NoSuchElementException when the map doesn't contain value for the property name and doesn't provide an implicit
default (see [withDefault]).
 */
@kotlin.jvm.JvmName("getVar")
@kotlin.internal.InlineOnly
public inline operator fun <V, V1 : V> MutableMap<in String, out @Exact V>.getValue(thisRef: Any?, property: KProperty<*>): V1 =
    @Suppress("UNCHECKED_CAST")(getOrImplicitDefault(property.name) as V1)

@Deprecated("Use getValue() with two type parameters instead", level = DeprecationLevel.ERROR)
@kotlin.jvm.JvmName("getVarContravariant")
@kotlin.internal.LowPriorityInOver
loadResolution
@kotlin.internal.InlineOnly
public inline fun <V> MutableMap<in String, in V>.getValue(thisRef: Any?, property: KProperty<*>, value: V) {
    this.put(property.name, value)
}

@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("MapsKt")

package kotlin.collections

/**
 * Returns the value for the given key, or the implicit default value for this map.
 * By default no implicit value is provided for maps and a [NoSuchElementException] is thrown.
 * To create a map with implicit default value use [withDefault] method.
 * @param thisRef the object for which the value is
 * set.
 * @param key the key associated with the value that needs to be retrieved.
 * @param value the value to set.
 * @return the value for the given key or the implicit default value.
 * @throws NoSuchElementException when the map doesn't contain a value for the specified key and no implicit default was provided for that map.
 */
@kotlin.jvm.JvmName("getOrImplicitDefaultNullable")
@PublishedApi
internal fun <K, V> PublishedApi\<internal fun <K, V> Map<K, V>.getOrImplicitDefaultNulllable(key: K): V {
    if (this is MapWithDefault)
        return this.getOrImplicitDefault(key)
    return getOrElseNullable(key, { throw NoSuchElementException("Key $key is missing in the map.") })
}

* @param key the key associated with the value that needs to be retrieved.
 * @param value the value to set.
 * @return the value for the given key or the implicit default value.
 * @throws NoSuchElementException when the map doesn't contain a value for the specified key and no implicit default was provided for that map.
 */
example when properties are delegated to the map.

* *n * When this map already has an implicit default value provided with a former call to [withDefault], it is being replaced by this call.

* *public fun <K, V> Map<K, V>.withDefault(defaultValue: (key: K) -> V): Map<K, V> =
    when (this) {
        is MapWithDefault ->
            this.map.withDefault(defaultValue)
        else -> MapWithDefaultImpl(this, defaultValue)
    }

* *

private interface MapWithDefault<K, out V> : Map<K, V> {
    public val map: Map<K, V>
    public fun getOrImplicitDefault(key: K): V
}

private interface MutableMapWithDefault<K, V> : MutableMap<K, V>, MapWithDefault<K, V> {
    public override val map: MutableMap<K, V>
}

private class MapWithDefaultImpl<K, out V>(public override val map: Map<K, V>, private val default: (key: K) -> V) : MapWithDefault<K, V> {
    override fun equals(other: Any?): Boolean = map.equals(other)
    override fun hashCode(): Int = map.hashCode()
    override fun toString(): String = map.toString()
    override val size: Int get() = map.size
    override fun isEmpty(): Boolean = map.isEmpty()
    override fun containsKey(key: K): Boolean = map.containsKey(key)
    override fun containsValue(value: @UnsafeVariance V): Boolean = map.containsValue(value)
    override fun get(key: K): V? = map.get(key)
    override val keys: Set<K> get() = map.keys
    override val values: Collection<V> get() = map.values
    override val entries: Set<Map.Entry<K, V>> get() = map.entries
    override fun getOrImplicitDefault(key: K): V = map.getOrElseNullable(key, {
        default(key)
    })
}

private class MutableMapWithDefaultImpl<K, V>(public override val map: MutableMap<K, V>, private val default: (key: K) -> V) : MutableMapWithDefault<K, V> {
    override fun equals(other: Any?): Boolean = map.equals(other)
    override fun hashCode(): Int = map.hashCode()
    override fun toString(): String = map.toString()
    override val size: Int get() = map.size
    override fun isEmpty(): Boolean = map.isEmpty()
    override fun containsKey(key: K): Boolean = map.containsKey(key)
    override fun containsValue(value: @UnsafeVariance V): Boolean = map.containsValue(value)
    override fun get(key: K): V? = map.get(key)
    override val keys: MutableSet<K> get() = map.keys
    override val values: MutableCollection<V> get() = map.values
    override val entries: MutableSet<MutableMap.MutableEntry<K, V>> get() = map.entries
    override fun put(key: K, value: V): V? = map.put(key, value)
    override fun remove(key: K): V? = map.remove(key)
    override fun putAll(from: Map<out K, V>): V? = map.putAll(from)
    override fun clear(): V? = map.clear()
    override fun getOrImplicitDefault(key: K): V = map.getOrElseNullable(key, {
        default(key)
    })
}

* *n * Returns a wrapper of this mutable map, having the implicit default value provided with the specified function

* [defaultValue].

* *n * This implicit default value is used when the original map doesn't contain a value for the key specified

* and a value is obtained with [Map.containsKey] function, for example when properties are delegated to the map.

* *n * When this map already has an implicit default value provided with a former call to [withDefault], it is being replaced by this call.

* *n @Suppress("UNCHECKED_CAST")

* *n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.

* *n * In the collection.

* *n * Allows to overcome type-safety restriction of 'remove' that requires to pass an element of type 'E'.

* *n * Allows to overcome type-safety restriction of 'removeAll' that requires to pass a collection of type 'Collection<E>'.

* *n * Allows to overcome type-safety restriction of 'removeAll' that requires to pass a collection of type 'Collection<E>'.
overcome type-safety restriction of `retainAll` that requires to pass a collection of type `Collection<E>`.

```kotlin
@return `true` if any element was removed from the collection, `false` if the collection was not modified.

@kotlin.internal.InlineOnly
public inline fun <T> Collection<T>.retainAll(elements: Collection<T>): Boolean {
    return if (this is Collection) addAll(elements) else {
        var result: Boolean = false
        for (item in elements)
            if (add(item)) result = true
        result
    }
}

@kotlin.internal.InlineOnly
public inline fun <T> Collection<T>.retainAll(elements: Sequence<T>): Boolean {
    return if (this is Collection) addAll(elements) else {
        var result: Boolean = false
        for (item in elements)
            if (add(item)) result = true
        result
    }
}

private fun
```
MutableCollection<*>::retainNothing(): Boolean { val result = isNotEmpty() 
  clear() 
  return result } 

MutableCollection<*>::retainNothing(): Boolean { val result = isNotEmpty() 
  clear() 
  return result } 

MutableCollection<*>::retainNothing(): Boolean { val result = isNotEmpty() 
  clear() 
  return result } 

/**
 * Removes all elements from this [MutableIterable] that match the given [predicate].
 * @return true if any element was removed from this collection, or false when no elements were removed and collection was not modified.
 */
public fun <T> MutableIterable<T>.removeAll(predicate: (T) -> Boolean): Boolean = filterInPlace(predicate, true) 

/**
 * Retains only elements of this [MutableIterable] that match the given [predicate].
 * @return true if any element was removed from this collection, or false when all elements were retained and collection was not modified.
 */
public fun <T> MutableIterable<T>.retainAll(predicate: (T) -> Boolean): Boolean = filterInPlace(predicate, false) 

private fun <T> MutableIterable<T>.filterInPlace(predicate: (T) -> Boolean, predicateResultToRemove: Boolean): Boolean {
  var result = false
  with(iterator()) {
    while (hasNext()) {
      if (predicate(next()) == predicateResultToRemove) {
        remove()
        result = true
      }
    }
  }
  return result
} 

/**
 * Returns a new list with the elements of this list randomly shuffled using the specified [random] instance as the source of randomness.
 */
public fun <T> Iterable<T>.shuffled(random: Random): List<T> = toMutableList().apply { shuffle(random) }

/**
 * Removes the element at the specified [index] from this list.
 * In Kotlin one should use the [MutableList.removeAt] function instead.
 * Removes the first element from this mutable list and returns that removed element, or throws [NoSuchElementException] if this list is empty.
 */
@Deprecated("Use removeAt(index) instead.", ReplaceWith("removeAt(index)"), level = DeprecationLevel.ERROR)
public inline fun <T> MutableList<T>.remove(index: Int): T = removeAt(index) 

/**
 * Removes the first element from this mutable list and returns that removed element, or returns null if this list is empty.
 */
public fun <T> MutableList<T>.removeFirst(): T = if (isEmpty()) throw NoSuchElementException("List is empty.") else removeAt(0) 

/**
 * Removes the last element from this mutable list and returns that removed element, or returns null if this list is empty.
 */
public fun <T> MutableList<T>.removeLast(): T = if (isEmpty()) throw NoSuchElementException("List is empty.") else removeAt(lastIndex) 

/**
 * Randomly shuffles elements in this mutable list using the specified [random] instance as the source of randomness.
 */
public fun <T> MutableList<T>.shuffle(random: Random): Unit {
  for (i in lastIndex downTo 1) {
    val j = random.nextInt(i + 1)
    val copy = this[i]
    this[i] = this[j]
    this[j] = copy
  }
} 

/*
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```kotlin
package kotlin.collections

private open class ReversedListReadOnly<out T>(private val delegate: List<T>) : AbstractList<T>() {
    override val size: Int get() = delegate.size
    override fun get(index: Int): T = delegate[reverseElementIndex(index)]
}

private class ReversedList<T>(private val delegate: MutableList<T>) : AbstractMutableList<T>() {
    override val size: Int get() = delegate.size
    override fun get(index: Int): T = delegate[reverseElementIndex(index)]

    override fun clear() = delegate.clear()
    override fun removeAt(index: Int): T = delegate.removeAt(reverseElementIndex(index))

    override fun set(index: Int, element: T): T = delegate.set(reverseElementIndex(index), element)
    override fun add(index: Int, element: T) {
        delegate.add(reversePositionIndex(index), element)
    }

    private fun List<*>.reverseElementIndex(index: Int) =
        if (index in 0..lastIndex) lastIndex - index else throw IndexOutOfBoundsException("Element index $index must be in range \[${0..lastIndex}\].")

    private fun List<*>.reversePositionIndex(index: Int) =
        if (index in 0..size) size - index else throw IndexOutOfBoundsException("Position index $index must be in range \[${0..size}\].")

    /**
     * Returns a reversed read-only view of the original List.
     * @sample samples.collections.ReversedViews.asReversedList
     */
    public fun <T> List<T>.asReversedList(): List<T> = ReversedListReadOnly(this)

    /**
     * Returns a reversed mutable view of the original mutable List.
     * All changes made in the original list will be reflected in the reversed one.
     * @sample samples.collections.ReversedViews.asReversedMutableList
     */
    @kotlin.jvm.JvmName("asReversedMutable")
    public fun <T> MutableList<T>.asReversedList(): MutableList<T> = ReversedList(this)
```

```kotlin
package kotlin.sequences

import kotlin.coroutines.*
import kotlin.coroutines.intrinsics.*
import kotlin.experimental.ExperimentalTypeInference

/**
 * Builds a [Sequence] lazily yielding values one by one.
 * @see kotlin.sequences.generateSequence
 * @sample samples.collections.Sequences.Building.buildSequenceYieldAll
 * @sample samples.collections.Sequences.Building.buildFibonacciSequence
 */
@SinceKotlin("1.3")
public fun <T> sequence(@BuilderInference block: suspend SequenceScope<T>.() -> Unit): Sequence<T> = Sequence {
    iterator(block)
}

@SinceKotlin("1.3")
@Deprecated("Use 'sequence { }' function instead.",
    ReplaceWith("sequence(builderAction)"), level = DeprecationLevel.ERROR)
@kotlin.internal.InlineOnly
public inline fun <T> buildSequence(@BuilderInference noinline builderAction: suspend SequenceScope<T>.() -> Unit): Sequence<T> = Sequence {
    iterator(builderAction)
}

/**
 * The scope for yielding values of a [Sequence] or an [Iterator],
 * provides [yield] and [yieldAll] suspension functions.
 * @see sequence
 * @see iterator
 * @sample samples.collections.Sequences.Building.buildSequenceYieldAll
 * @sample samples.collections.Sequences.Building.buildFibonacciSequence
 */
@RestrictsSuspension
@SinceKotlin("1.3")
public abstract class SequenceScope<in T> internal constructor() {
    /**
     * Yields a value to the [Iterator] being built and suspends it
     * until the next value is requested.
     * @sample samples.collections.Sequences.Building.buildSequenceYieldAll
     */
    operator fun iterator(): Iterator<T> = buildIterator()
}
```

```kotlin
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```
samples.collections.Sequences.Building.buildFibonacciSequence
  */
  public abstract suspend fun yield(value: T)

  /**
   * Yields all values from the `iterator` to the [Iterator] being built
   * and suspends until all these values are iterated and the next one is requested.
   * The sequence of values returned by the given iterator can be potentially infinite.
   * @sample samples.collections.Sequences.Building.buildSequenceYieldAll
   */
  public abstract suspend fun yieldAll(iterator: Iterator<T>)

  /**
   * Yields a collections of values to the [Iterator] being built
   * and suspends until all these values are iterated and the next one is requested.
   * The sequence can be potentially infinite.
   * @sample samples.collections.Sequences.Building.buildSequenceYieldAll
   */
  public suspend fun yieldAll(elements: Iterable<T>) {
      if (elements is Collection && elements.isEmpty()) return
      return yieldAll(elements.iterator())
  }

  /**
   * Yields potentially infinite sequence of values to the [Iterator]
   * and suspends until all these values are iterated and the next one is requested.
   * The sequence can be potentially infinite.
   * @sample samples.collections.Sequences.Building.buildSequenceYieldAll
   */
  public suspend fun yieldAll(sequence: Sequence<T>) = yieldAll(sequence.iterator())

  @Deprecated("Use SequenceScope class instead.", ReplaceWith("SequenceScope<T>"), level = DeprecationLevel.ERROR)
  public typealias SequenceBuilder<T> = SequenceScope<T>

  private typealias State = Int

  private const val State_NotReady: State = 0
  private const val State_ManyNotReady: State = 1
  private const val State_ManyReady: State = 2
  private const val State_Ready: State = 3
  private const val State_Done: State = 4
  private const val State_Failed: State = 5

  private class SequenceBuilderIterator<T> : SequenceScope<T>(), Iterator<T>, Continuation<Unit> {
      private var state = State_NotReady
      private var nextValue: T? = null
      private var nextIterator: Iterator<T>? = null
      var nextStep: Continuation<Unit>? = null

      override fun hasNext(): Boolean {
          while (true) {
              when (state) {
                  State_NotReady -> {}
                  State_ManyNotReady ->
                      if (nextIterator!!.hasNext()) {
                          state = State_ManyReady
                          return true
                      } else {
                          nextIterator = null
                          state = State_Done
                          return false
                      }
                  State_Done -> return false
                  State_Ready, State_ManyReady -> return true
                      else -> throw exceptionalState()
              }

              state = State_Failed
              nextStep = null
              state = State_NotReady
          }
      }

      override fun next(): T {
          when (state) {
              State_NotReady, State_ManyNotReady -> return nextNotReady()
              State_ManyReady -> {
                  state = State_ManyNotReady
                  return nextIterator!!.next()
              }
              State_Ready -> {
                  state = State_NotReady
                  return suspendCoroutineUninterceptedOrReturn { c -> c.resumeWith( Result.Success(Unit) ) }
              }
              else -> throw exceptionalState()
          }
      }

      @Suppress("UNCHECKED_CAST")
      private fun nextNotReady(): T {
          if (!hasNext()) throw NoSuchElementException()
          else return nextValue as T
      }

      override fun exceptionalState(): Throwable = when (state) {
          State_Done -> NoSuchElementException()
          State_Failed -> NoSuchElementException()
          else -> IllegalStateException("Unexpected state of the iterator: $state")
      }

      override suspend fun yield(value: T) {
          nextValue = value
          state = State_Ready
          return suspendCoroutineUninterceptedOrReturn { c -> c.resumeWith( Result.Success(Unit) ) }
      }

      override suspend fun yieldAll(iterator: Iterator<T>) {
          if (!iterator.hasNext()) return
          state = State_ManyReady
          return suspendCoroutineUninterceptedOrReturn { c -> c.resumeWith( Result.Success(Unit) ) }
      }

      override suspend fun yieldAll(elements: Iterable<T>) {
          if (elements is Collection && elements.isEmpty()) return
          return yieldAll(elements.iterator())
      }

      override fun resumeWith(result: Result<Unit>) {
          result.getOrThrow() // just rethrow exception if it is there
      }

      override fun get(): Any = EmptyCoroutineContext

      @file:SuppressWarnings("UNCHECKED_CAST")
      suspend fun <T> Sequence<T>.windowedSequence(size: Int, step: Int) :
          Sequence< List<T> > {
              var size = size
              if (size <= 0) throw Exception("Both size $size and step $step must be greater than zero.
size $size must be greater than zero.
internal fun <T> Sequence<T>.windowedSequence(size: Int, step: Int, partialWindows: Boolean, reuseBuffer: Boolean): Sequence< List<T> > { checkWindowSizeStep(size: Int, step: Int) { require(size > 0 && step > 0) { if (size != step) {
"Both size $size and step $step must be greater than zero." println else size $size must be greater than zero.
} }
}
private inline fun Int.forward(n: Int): Int = (this + n) % capacity

private inline fun Int.forward(n: Int): Int = (this + n) % capacity

if (i <= j) { // compare (array[i] < pivot)
    val tmp = array[i]
    array[i] = array[j]
    array[j] = tmp
    i++
    j--
} else {
    buffer.fill(null, start, end)
}

startIndex = end
size -= n
}

@Suppress("NOTHING_TO_INLINE")
private inline fun Int.forward(n: Int): Int = (this + n) % capacity

if (i <= j) { // compare (array[i] < pivot)
    val tmp = array[i]
    array[i] = array[j]
    array[j] = tmp
    i++
    j--
} else {
    buffer.fill(null, 0, end)
} else {
    buffer.fill(null, start, end)
}
by
* annotating that usage with the [OptIn] annotation, e.g. `@OptIn(ExperimentalContracts::class)`.
* or by
using the compiler argument `-Xopt-in=kotlin.contracts.ExperimentalContracts`.

```kotlin
@Suppress("DEPRECATION")
@Retention(AnnotationRetention.BINARY)
@SinceKotlin("1.3")
@Experimental
@RequiresOptIn
@MustBeDocumented
public annotation class ExperimentalContracts

/**
 * Provides a scope, where the functions of the contract DSL, such as [returns], [callsInPlace], etc.,
 * can be used to describe the contract of a function.
 * This type is used as a receiver type of the lambda function passed to the
 * [contract] function.
 */
@ContractsDsl
@ExperimentalContracts
@SinceKotlin("1.3")
public interface ContractBuilder {
    /**
     * Describes a situation when a function returns normally, without any exceptions thrown.
     * Use [SimpleEffect.implies] function to describe a conditional effect that happens in such case.
     */
    @ContractsDsl fun returns(): Returns

    /**
     * Describes a situation when a function returns normally with the specified return value.
     * The possible values of [value] are limited to `true`, `false` or `null`.
     */
    @ContractsDsl fun returns(value: Any?): Returns

    /**
     * Describes a situation when a function returns normally with any value that is not `null`.
     */
    @ContractsDsl fun returnsNotNull(): ReturnsNotNull

    /**
     * Specifies that the function parameter [lambda] is invoked in place.
     * This contract specifies that:
     * 1. the function [lambda] can only be invoked during the call of the owner function,
     * and it won't be invoked after that owner function call is completed;
     * 2. (optionally) the function [lambda] is invoked the amount of times specified by the [kind] parameter;
     * see the [InvocationKind] enum for possible values.
     */
    @ContractsDsl fun callsInPlace(lambda: Function<R>, kind: InvocationKind = InvocationKind.UNKNOWN): CallsInPlace
}

/**
 * Specifies how many times a function invokes its function parameter in place.
 * See [ContractBuilder.callsInPlace] for the details of the call-in-place function contract.
 */
@ContractsDsl
@ExperimentalContracts
@SinceKotlin("1.3")
public enum class InvocationKind {
    /**
     * A function parameter will be invoked one time or not invoked at all.
     */
    AT_MOST_ONCE,

    /**
     * A function parameter will be invoked one or more times.
     */
    AT_LEAST_ONCE,

    /**
     * A function parameter will be invoked exactly one time.
     */
    EXACTLY_ONCE,

    /**
     * A function parameter is called in place, but it's unknown how many times it can be called.
     */
    UNKNOWN
}

/**
 * Specifies how many times a function invokes its function parameter in place.
 * See [ContractBuilder.callsInPlace] for the details of the call-in-place function contract.
 */
@ContractsDsl
@ExperimentalContracts
@SinceKotlin("1.3")
public enum class InvocationKind {
    /**
     * A function parameter will be invoked one time or not invoked at all.
     */
    AT_MOST_ONCE, // @sample

    /**
     * A function parameter will be invoked one or more times.
     */
    AT_LEAST_ONCE, // @sample

    /**
     * A function parameter will be invoked exactly one time.
     */
    EXACTLY_ONCE, // @sample

    /**
     * A function parameter is called in place, but it's unknown how many times it can be called.
     */
    UNKNOWN // @sample
}
```

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samples.contracts.callsInPlaceUnknownContract"/*n@ContractsDs"/n@ExperimentalContracts"/n@InlineOnly"/n@SinceKotlin("1.3")"/n@Suppress("UNUSED_PARAMETER")"/npublic inline fun contract(builder: ContractBuilder.(-> Unit) { }"/*n"/*n /* Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language contributors. * * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file."/*n
@package kotlin.coroutines
*/
@ContractsDsl
@ExperimentalContracts
@InlineOnly

@SinceKotlin("1.3")
@Suppress("UNUSED_PARAMETER")
public inline fun contract(builder: ContractBuilder.() -> Unit) {

/*
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 */

package kotlin.coroutines

/**
 * Marks coroutine context element that intercepts coroutine continuations.
 * The coroutines framework uses [ContinuationInterceptor.Key] to retrieve the interceptor and
 * intercepts all coroutine continuations with [interceptContinuation] invocations.

 * [ContinuationInterceptor] behaves like a [polymorphic element][AbstractCoroutineContextKey], meaning that
 * its implementation delegates [get][CoroutineContext.Element.get] and
 * [minusKey][CoroutineContext.Element.minusKey] to [getPolymorphicElement] and [minusPolymorphicKey] respectively.

 * [ContinuationInterceptor] subtypes can be extracted from the coroutine context using either either
 * [ContinuationInterceptor.Key][AbstractCoroutineContextKey] or subtype key if it extends [AbstractCoroutineContextKey].

 * This function is invoked by coroutines framework when needed and the resulting continuations are
 * cached internally per each instance of the original [continuation].

 * This function may simply return original [continuation] if it does not want to intercept this particular

 * When the original [continuation] completes, coroutine framework invokes
 * [releaseInterceptedContinuation] with the resulting continuation if it was intercepted, that is if
 * `interceptContinuation` had previously returned a different continuation instance.

 * public fun <T> interceptContinuation(continuation: Continuation<T>): Continuation<T>

 * @param continuation instance returned by this interceptor's [interceptContinuation] invocation.

 * public fun releaseInterceptedContinuation(continuation: Continuation<*>) {

 * @param continuation instance returned by this interceptor's [interceptContinuation] invocation.

 * do nothing by default


 @OrderIn(ExperimentalStdlibApi::class) if (key is AbstractCoroutineContextKey<*>) {

 @Suppress("UNCHECKED_CAST")
 return if (key.isSubKey(this.key)) key.tryCast(this) as? E else null

 }@Suppress("UNCHECKED_CAST")
 return if (ContinuationInterceptor === key) this as E else null

 }public override fun plus(context: CoroutineContext): CoroutineContext =

 // fast path -- avoid
make sure interceptor is always last in the context (and thus is fast to get when present)
val interceptor = removed[ContinuationInterceptor]
if (interceptor == null) CombinedContext(removed, element) else
val left = removed.minusKey(ContinuationInterceptor)

CombinedContext(CombinedContext(left, element), interceptor) else

* Returns a context containing elements from this context, but without an element within
  * the specified [key].

* An public fun minusKey(key: Key<*>) : CoroutineContext
  * Key for the elements of [CoroutineContext]. [E] is a type of element with this key.
  *
  * An element of the [CoroutineContext]. An element of the coroutine context is a singleton context by itself.

* An public interface Element : CoroutineContext {
  *
  * A key of this coroutine context element.

  * public val key: Key<*>

  * public override operator fun <E : Element> get(key: Key<E>): E?

  * An open class

  * A companion object key : CoroutineContext.Key[*]

  * Example of polymorphic elements:

  ```
  open class BaseElement : CoroutineContext.Element {
    companion object Key : CoroutineContext.Key<BaseElement>
    override val key: CoroutineContext.Key<*> get() = Key
    // It is important to use getPolymorphicKey and
    minusPolymorphicKey
    E? = getPolymorphicElement(key)
  }
  ```

  ```
  class DerivedElement : BaseElement() {
    companion object Key : AbstractCoroutineContextKey<BaseElement, DerivedElement>(BaseElement, { it as?

  DerivedElement })
  }
  ```

  someContext[BaseElement] // Returns BaseElement?, non-null both for BaseElement and DerivedElement
  someContext[DerivedElement] // Returns DerivedElement?, non-null only for DerivedElement

  ```
  ```

  // Now it is possible to query both 'BaseElement' and 'DerivedElement'*
  override fun minusKey(key: CoroutineContext.Key<*>): CoroutineContext
  override fun minusKey(key: CoroutineContext.Key<*>): CoroutineContext
Element.getPolymorphicElement(key: Key<E>): E? {
    if (key is AbstractCoroutineContextKey<*>) {
        return if (key.isSubKey(this.key)) key.tryCast(this as? E) else null
    }
    @Suppress("UNCHECKED_CAST")
    return if (this.key == key) this as E else null
}

/**
 * Returns empty coroutine context if the element is associated with the given [key] in a polymorphic manner or
 * 'null' otherwise.
 * This method returns empty context if either [Element.key] is equal to the given [key] or if the
 * [key] is associated with [Element.key] via [AbstractCoroutineContextKey].
 * See [AbstractCoroutineContextKey] for the example of usage.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public fun Element.minusPolymorphicKey(key: Key<*>): CoroutineContext {
    if (key is AbstractCoroutineContextKey<*>) {
        return if (key.isSubKey(this.key) && key.tryCast(this) != null) EmptyCoroutineContext else this
    }
    return if (this.key == key) EmptyCoroutineContext else this
}

/**
 * An empty coroutine context.
 */
@SinceKotlin("1.3")
public object EmptyCoroutineContext : CoroutineContext, Serializable {
    private const val serialVersionUID: Long = 0L
    private fun readResolve(): Any = EmptyCoroutineContext

    public override fun <E : Element> get(key: Key<E>): E? = null
    public override fun <R> fold(initial: R, operation: (R, Element) -> R): R = initial
    public override fun plus(context: CoroutineContext): CoroutineContext = context
    public override fun minusKey(key: Key<*>): CoroutineContext {
        return when {
            context === this -> Element
            context === EmptyCoroutineContext -> context
            else -> context.minusKey(key)
        }
    }

    private fun contains(element: Element): Boolean =
        get(element.key) == element
    private fun containsAll(context: CoroutineContext): Boolean {
        var cur = context
        while (true) {
            if (!contains(cur.element)) return false
            if (cur is CombinedContext) cur = cur.left
            else return contains(cur)
        }
    }

    override fun equals(other: Any?): Boolean =
        this === other || other is CombinedContext && other.containsAll(this)
    override fun hashCode(): Int = curHashCode()
    override fun toString(): String =
        "[" + fold("") { acc, element ->
            if (acc.isEmpty()) element.toString() else
                acc + "$element"
        } + "]

    private fun writeReplace(): Any {
        val n = size()
        val elements = arrayOfNulls<CoroutineContext>(n)
        var index = 0
        fold(Unit) { _, element -> elements[index++] = element }
        check(index == n)
        @Suppress("UNCHECKED_CAST")
        return Serialized(elements as Array<CoroutineContext>)
    }

    private class Serialized(val elements: Array<CoroutineContext>) :
        Serializable {
        companion object {
            private const val serialVersionUID: Long = 0L
        }

        override fun writeReplace(): Any = elements.fold(EmptyCoroutineContext, CoroutineContext::plus)
    }

    override fun readResolve(): Any = contents.fold(EmptyCoroutineContext, CoroutineContext::plus)
}

@file:kotlin.jvm.JvmName("IntrinsicsKt")
@file:kotlin.jvm.JvmMultifileClass

package kotlin.coroutines.intrinsics

import kotlin.coroutines.*
import kotlin.internal.InlineOnly

/**
 * Obtains the current continuation instance inside suspend functions and either suspends
 * currently running coroutine or returns result immediately without suspension.
 * If [block] returns the special [COROUTINE_SUSPENDED] value, it means that suspend function did suspend the execution and will return any result immediately.
 * In

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*GitHub: [kotlin](https://github.com/kotlin/kotlin)*

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---

*File: [kotlin.jvm.JvmName](https://github.com/kotlin/kotlin)*

---

*jetbrains.kotlin.coroutines.intrinsics*
In this case, the [Continuation] provided to the [block] shall be
* resumed by invoking [Continuation.resumeWith] at some moment in the
* future when the result becomes available to resume the computation.
* Otherwise, the return value of the [block] must have a type assignable to [T] and represents the result of this suspend function.
* It means that the execution was not suspended and the [Continuation] provided to the [block] shall not be invoked.
* As the result type of the [block] is declared as `Any?` and cannot be correctly type-checked, its proper return type remains on the conscience of the suspend function's author.
* Invocation of [Continuation.resumeWith] resumes coroutine directly in the invoker's thread without going through the
* [ContinuationInterceptor] that might be present in the coroutine's [CoroutineContext].
* It is the invoker's responsibility to ensure that a proper invocation context is established.
* [Continuation.intercepted] can be used to acquire the intercepted continuation.
* Note that it is not recommended to call either [Continuation.resume] nor [Continuation.resumeWithException] functions synchronously
* in the same stackframe where suspension function is run. Use [suspendCoroutine] as a safer way to obtain current
* continuation instance.

```kotlin
@SinceKotlin("1.3")
@InlineOnly
@Suppress("UNUSED_PARAMETER",
@RedundantSuspendModifier")
public suspend inline fun <T> suspendCoroutineUninterceptedOrReturn(crossinline block: (Continuation<T>) -> Any?): T =
    throw NotImplementedError("Implementation of suspendCoroutineUninterceptedOrReturn is intrinsic")

/**
 * This value is used as a return value of `block` argument to state that
 * the execution was suspended and will not return any result immediately.
 * Note: this value should not be used in general code.** Using it outside of the context of
 * `suspendCoroutineUninterceptedOrReturn` function return value
 * (including, but not limited to,
 * storing this value in other properties, returning it from other functions,
 * etc) can lead to unspecified behavior of the code.
 * It is implemented as property with getter to avoid
 * ProGuard <clinit> problem with multifile IntrinsicsKt class
 */
@SinceKotlin("1.3")
public val COROUTINE_SUSPENDED: Any get() = CoroutineSingletons.COROUTINE_SUSPENDED

// Using enum
internal enum class CoroutineSingletons { COROUTINE_SUSPENDED, UNDECIDED, RESUMED }
```

---

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---

/*
 * Copyright
 * 2010-2018 JetBrains s.r.o. and Kotlin Programming Language contributors.
 * Use of this source code is governed by the Apache 2.0 license that can be found in the LICENSE.txt file.
 */

package kotlin.experimental

/** Performs a bitwise AND operation between the two values. */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public inline infix fun Byte.and(other: Byte): Byte =
    (this.toInt() and other.toInt()).toByte()

/** Performs a bitwise OR operation between the two values. */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public inline infix fun Byte.or(other: Byte): Byte =
    (this.toInt() or other.toInt()).toByte()

/** Performs a bitwise XOR operation between the two values. */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public inline infix fun Byte.xor(other: Byte): Byte =
    (this.toInt() xor other.toInt()).toByte()

/** Inverts the bits in this value. */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public inline fun Byte.inv(): Byte =
    (this.toInt().inv()).toByte()

/** Performs a bitwise AND operation between the two values. */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public inline infix fun Short.and(other: Short): Short =
    (this.toInt() and other.toInt()).toShort()

/** Performs a bitwise OR operation between the two values. */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public inline infix fun Short.or(other: Short): Short =
    (this.toInt() or other.toInt()).toShort()

/** Performs a bitwise XOR operation between the two values. */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public inline infix fun Short.xor(other: Short): Short =
    (this.toInt() xor other.toInt()).toShort()

/** Inverts the bits in this value. */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public inline fun Short.inv(): Short =
    (this.toInt().inv()).toShort()
license/LICENSE.txt file. The experimental marker for type inference augmenting annotations. Any usage of a declaration annotated with `@ExperimentalTypeInference` must be accepted either by annotating that usage with the [OptIn] annotation, e.g. `@OptIn(ExperimentalTypeInference::class)`, or by using the compiler argument `-Xopt-in=kotlin.experimental.ExperimentalTypeInference`. * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.

```kotlin
package kotlin.experimental

/**
 * The experimental marker for type inference augmenting annotations.
 *
 * Any usage of a declaration annotated with `@ExperimentalTypeInference` must be accepted either by
 * annotating that usage with the [OptIn] annotation, e.g. `@OptIn(ExperimentalTypeInference::class)`,
 * or by using the compiler argument `-Xopt-in=kotlin.experimental.ExperimentalTypeInference`.
 */
@Suppress("DEPRECATION")
@Experimental(level = Experimental.Level.ERROR)
@RequiresOptIn(level = RequiresOptIn.Level.ERROR)
@Retention(AnnotationRetention.BINARY)
@Target(AnnotationTarget.TYPE)
@MustBeDocumented
public annotation class ExperimentalTypeInference

package kotlin.internal

/**
 * Specifies that the constraint built for the type during type inference should be an equality one.
 */
@Target(AnnotationTarget.TYPE)
@Retention(AnnotationRetention.BINARY)
internal annotation class NoInfer

/**
 * Specifies that the constraint built for the type during type inference should be an equality one.
 */
@Target(AnnotationTarget.TYPE)
@Retention(AnnotationRetention.BINARY)
internal annotation class Exact

/**
 * Specifies that a corresponding member has the lowest priority in overload resolution.
 */
@Target(AnnotationTarget.FUNCTION, AnnotationTarget.PROPERTY)
@Retention(AnnotationRetention.BINARY)
internal annotation class LowPriorityInOverloadResolution

/**
 * Specifies that a corresponding member has the highest priority in overload resolution. Effectively this
 * means that an extension annotated with this annotation will win in overload resolution over a member
 * with the same signature.
 */
@Target(AnnotationTarget.FUNCTION, AnnotationTarget.PROPERTY)
@Retention(AnnotationRetention.BINARY)
internal annotation class HidesMembers

/**
 * The value of this type parameter should be mentioned in input types (argument types, receiver type or
 * type parameter).
 */
@Target(AnnotationTarget.TYPE_PARAMETER)
@Retention(AnnotationRetention.BINARY)
internal annotation class OnlyInputTypes

/**
 * Specifies that this function should not be called directly without inlining.
 */
@Target(AnnotationTarget.FUNCTION, AnnotationTarget.PROPERTY, AnnotationTarget.PROPERTY_GETTER)
@Retention(AnnotationRetention.BINARY)
internal annotation class InlineOnly

/**
 * Specifies that this declaration is only completely supported since the specified version.
 * The diagnostic message can be specified with [message], or via [errorCode] (takes less space, but might
 * not be immediately clear to the user). The diagnostic severity can be specified with [level]: WARNING/ERROR
 * mean that either a warning or an error is going to be reported, HIDDEN means that the declaration is
 * going to be removed from resolution completely.
 */
@Target(AnnotationTarget.VALUE_PARAMETER)
@Retention(AnnotationRetention.BINARY)
@SinceKotlin("1.2")
@AccessibleLateinitPropertyLiteral
internal annotation class DynamicExtension

/**
 * The value of this parameter should be a property reference expression (`this::foo`), referencing a `lateinit`
 * property. The backing field of which is accessible at the point where the corresponding argument is passed.
 */
@Target(AnnotationTarget.VALUE_PARAMETER)
@Retention(AnnotationRetention.BINARY)
@SinceKotlin("1.2")
@AccessibleLateinitPropertyLiteral
internal annotation class DynamicExtension

package kotlin.experimental

/**
 * The experimental marker for type inference augmenting annotations.
 *
 * Any usage of a declaration annotated with `@ExperimentalTypeInference` must be accepted either by
 * annotating that usage with the [OptIn] annotation, e.g. `@OptIn(ExperimentalTypeInference::class)`,
 * or by using the compiler argument `-Xopt-in=kotlin.experimental.ExperimentalTypeInference`.
 */
@Suppress("DEPRECATION")
@Experimental(level = Experimental.Level.ERROR)
@RequiresOptIn(level = RequiresOptIn.Level.ERROR)
@Retention(AnnotationRetention.BINARY)
@Target(AnnotationTarget.TYPE)
@MustBeDocumented
public annotation class ExperimentalTypeInference

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internal annotation class NoInfer

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 * Specifies that the constraint built for the type during type inference should be an equality one.
 */
@Target(AnnotationTarget.TYPE)
@Retention(AnnotationRetention.BINARY)
internal annotation class Exact

/**
 * Specifies that a corresponding member has the lowest priority in overload resolution.
 */
@Target(AnnotationTarget.FUNCTION, AnnotationTarget.PROPERTY)
@Retention(AnnotationRetention.BINARY)
internal annotation class LowPriorityInOverloadResolution

/**
 * Specifies that a corresponding member has the highest priority in overload resolution. Effectively this
 * means that an extension annotated with this annotation will win in overload resolution over a member
 * with the same signature.
 */
@Target(AnnotationTarget.FUNCTION, AnnotationTarget.PROPERTY)
@Retention(AnnotationRetention.BINARY)
internal annotation class HidesMembers

/**
 * The value of this type parameter should be mentioned in input types (argument types, receiver type or
 * type parameter).
 */
@Target(AnnotationTarget.TYPE_PARAMETER)
@Retention(AnnotationRetention.BINARY)
internal annotation class OnlyInputTypes

/**
 * Specifies that this function should not be called directly without inlining.
 */
@Target(AnnotationTarget.FUNCTION, AnnotationTarget.PROPERTY, AnnotationTarget.PROPERTY_GETTER)
@Retention(AnnotationRetention.BINARY)
internal annotation class InlineOnly

/**
 * Specifies that this declaration is only completely supported since the specified version.
 * The diagnostic message can be specified with [message], or via [errorCode] (takes less space, but might
 * not be immediately clear to the user). The diagnostic severity can be specified with [level]: WARNING/ERROR
 * mean that either a warning or an error is going to be reported, HIDDEN means that the declaration is
 * going to be removed from resolution completely.
 */
@Target(AnnotationTarget.VALUE_PARAMETER)
@Retention(AnnotationRetention.BINARY)
@SinceKotlin("1.2")
@AccessibleLateinitPropertyLiteral
internal annotation class DynamicExtension

/**
 * The value of this parameter should be a property reference expression (`this::foo`), referencing a `lateinit`
 * property. The backing field of which is accessible at the point where the corresponding argument is passed.
 */
@Target(AnnotationTarget.VALUE_PARAMETER)
@Retention(AnnotationRetention.BINARY)
@SinceKotlin("1.2")
@AccessibleLateinitPropertyLiteral
internal annotation class DynamicExtension

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Kotlin 1.2 is going to ignore this `[RequireKotlin]` altogether, where as Kotlin before 1.2 is going to treat this as a requirement on the language version. This annotation is erased at compile time; its arguments are stored in a more compact form in the Kotlin metadata.

```kotlin
@Target(AnnotationTarget.CLASS,
    AnnotationTarget.FUNCTION,
    AnnotationTarget.PROPERTY,
    AnnotationTarget.CONSTRUCTOR,
    AnnotationTarget.TYPEALIAS)
@Retention(AnnotationRetention.SOURCE)
@Repeatable
@SinceKotlin("1.2")
internal annotation class RequireKotlin(
    val version: String,
    val message: String = "",
    val level: DeprecationLevel = DeprecationLevel.ERROR,
    val versionKind: RequireKotlinVersionKind =
    RequireKotlinVersionKind.LANGUAGE_VERSION,
    val errorCode: Int = -1)

/**
 * The kind of the version that is required by [RequireKotlin].
 */
@SinceKotlin("1.2")
internal enum class RequireKotlinVersionKind {
    LANGUAGE_VERSION,
    COMPILER_VERSION,
    API_VERSION,
}

/**
 * Specifies that this declaration is a part of special DSL, used for constructing
 * function's contract.
 */
@Retention(AnnotationRetention.SOURCE)
@Repeatable
@SinceKotlin("1.2")
internal annotation class RequireKotlinVersionKind

/**
 * ContractsDsl
 */
@Retention(AnnotationRetention.BINARY)
@SinceKotlin("1.2")
internal annotation class ContractsDsl

package kotlin.properties

import kotlin.reflect.KProperty

/**
 * Standard property delegates.
 */
public object Delegates {
    /**
     * Returns a property delegate for a read/write property with a non-null value that is initialized not during
     * object construction time but at a later time. Trying to read the property before the initial value has been
     * assigned results in an exception.
     */
    public fun <T : Any> notNull(): ReadWriteProperty<Any?, T> = NotNullVar()

    /**
     * Returns a property delegate for a read/write property that calls a specified callback function when changed.
     * @param initialValue the initial value of the property.
     */
    public inline fun <T> observable(initialValue: T,
        crossinline onChange: (property: KProperty<*>, oldValue: T, newValue: T) -> Unit):
        ReadWriteProperty<Any?, T> =
            object : ObservableProperty<T>(initialValue) {
                override fun afterChange(property: KProperty<*>, oldValue: T, newValue: T) = onChange(property, oldValue, newValue)
            }

    /**
     * Returns a property delegate for a read/write property that calls a specified callback function when
     * changed, allowing the callback to veto the modification. If the callback returns `true` the value of the
     * property hasn't been changed yet, when this callback is invoked.
     */
    public inline fun <T> vetoable(initialValue: T,
        crossinline onChange: (property: KProperty<*>, oldValue: T, newValue: T) -> Boolean):
        ReadWriteProperty<Any?, T> =
            object : ObservableProperty<T>(initialValue) {
                override fun beforeChange(property: KProperty<*>, oldValue: T, newValue: T): Boolean = onChange(property, oldValue, newValue)
                override fun return value ?: throw IllegalStateException("Property \$[property.name] should be initialized before get.\")
                override fun get Value(thisRef: Any?, property: KProperty<*>, value: T) {
                    this.value = value
                }
            }

    private class NotNullVar<T : Any>() : ReadWriteProperty<Any?, T> {
        private var value: T? = null

        public override fun getValue(thisRef: Any?, property: KProperty<*>): T {
            return value
        }

        public override fun setValue(thisRef: Any?, property: KProperty<*>?, value: T) {
            this.value = value
        }
    }
}

private class NotNullVar<T : Any>() : ReadWriteProperty<Any?, T> {
    private var value: T? = null

    override fun getValue(thisRef: Any?, property: KProperty<*>): T {
        return value
    }

    override fun setValue(thisRef: Any?, property: KProperty<*>?, value: T) {
        this.value = value
    }
}

@package kotlin.properties
@import kotlin.reflect.KProperty

/**
 * Implements the core logic of a read/write property that calls callback functions when changed.
 * @param initialValue the initial value of the property.
 */
public abstract class ObservableProperty<T>(initialValue: T) :
    ReadWriteProperty<Any?, T> {
    override fun afterChange(property: KProperty<*>, oldValue: T, newValue: T) {
        // Implementation logic...
    }

    override fun return value ?: throw IllegalStateException("Property \$[property.name] should be initialized before get.\")
    override fun get Value(thisRef: Any?, property: KProperty<*>, value: T) {
        this.value = value
    }
}

private class NotNullVar<T : Any>() : ReadWriteProperty<Any?, T> {
    private var value: T? = null

    override fun getValue(thisRef: Any?, property: KProperty<*>): T {
        return value
    }

    override fun setValue(thisRef: Any?, property: KProperty<*>?, value: T) {
        this.value = value
    }
}

@package kotlin.properties
@import kotlin.reflect.KProperty

/**
 * Implements the core logic of a read/write property that calls callback functions when changed.
 * @param initialValue the initial value of the property.
 */
public abstract class ObservableProperty<T>(initialValue: T) :
    ReadWriteProperty<Any?, T> {
    override fun afterChange(property: KProperty<*>, oldValue: T, newValue: T) {
        // Implementation logic...
    }

    override fun return value ?: throw IllegalStateException("Property \$[property.name] should be initialized before get.\")
    override fun get Value(thisRef: Any?, property: KProperty<*>, value: T) {
        this.value = value
    }
}

private class NotNullVar<T : Any>() : ReadWriteProperty<Any?, T> {
    private var value: T? = null

    override fun getValue(thisRef: Any?, property: KProperty<*>): T {
        return value
    }

    override fun setValue(thisRef: Any?, property: KProperty<*>?, value: T) {
        this.value = value
    }
}
defaultRandom.nextBytes(array) override fun nextBytes(size: Int): ByteArray =
defaultRandom.nextBytes(size) override fun nextBytes(array: ByteArray, fromIndex: Int, toIndex: Int):
        ByteArray = defaultRandom.nextBytes(array, fromIndex, toIndex)

        @Deprecated("Use Default companion object instead", level = DeprecationLevel.HIDDEN)
        @Suppress("DEPRECATION_ERROR")
    }

    @Deprecated("Use Default companion object instead", level = DeprecationLevel.HIDDEN)
    public object Companion : Random() {
        override fun nextBits(bitCount: Int): Int = Default.nextBits(bitCount)
    }

/**
 * Returns a repeatable random number generator seeded with the given [seed] `Int` value.
 * Two generators with the same seed produce the same sequence of values within the same version of Kotlin runtime.
 * *Note:* Future versions of Kotlin may change the algorithm of this seeded number generator so that it will return a sequence of values different from the current one for a given seed.
 * * @sample samples.random.Randoms.seededRandom
 */
@SinceKotlin("1.3")
public fun Random(seed: Int): Random =
    XorWowRandom(seed, seed.shr(31)).nextIntRange(IntRange)

/**
 * Returns a repeatable random number generator seeded with the given [seed] `Long` value.
 * Two generators with the same seed produce the same sequence of values within the same version of Kotlin runtime.
 * *Note:* Future versions of Kotlin may change the algorithm of this seeded number generator so that it will return a sequence of values different from the current one for a given seed.
 * * @sample samples.random.Randoms.seededRandom
 */
@SinceKotlin("1.3")
public fun Random(seed: Long): Random =
    XorWowRandom(seed.toLong(), seed.shr(32).toLong()).nextIntRange(LongRange)

/**
 * Gets the next random `Int` from the random number generator in the specified [range].
 * *Note:* Future versions of Kotlin may change the algorithm of this seeded number generator so that it will return a sequence of values different from the current one for a given seed.
 * * @throws IllegalArgumentException if [range] is empty.
 */
@SinceKotlin("1.3")
public fun nextInt(range: IntRange): Int = when {
    range.isEmpty() -> throw IllegalArgumentException("Cannot get random in empty range: $range")
    range.last < Int.MAX_VALUE -> nextInt(range.first, range.last + 1)
    range.first > Int.MIN_VALUE -> nextInt(range.first - 1, range.last) + 1
    else -> nextInt()
}

/**
 * Gets the next random `Long` from the random number generator in the specified [range].
 * *Note:* Future versions of Kotlin may change the algorithm of this seeded number generator so that it will return a sequence of values different from the current one for a given seed.
 * * @throws IllegalArgumentException if [range] is empty.
 */
@SinceKotlin("1.3")
public fun nextLong(range: LongRange): Long = when {
    range.isEmpty() -> throw IllegalArgumentException("Cannot get random in empty range: $range")
    range.last < Long.MAX_VALUE -> nextLong(range.first, range.last + 1)
    range.first > Long.MIN_VALUE -> nextLong(range.first - 1, range.last) + 1
    else -> nextLong()
}

internal expect fun defaultPlatformRandom(): Random
internal expect fun doubleFromParts(hi26: Int, low27: Int): Double

@UseExperimental(ExperimentalStdlibApi::class)
internal fun fastLog2(value: Int): Int = 31 - value.countLeadingZeroBits()

/** Takes upper [bitCount] bits (0..32) from this number. */
internal fun Int.takeUpperBits(bitCount: Int): Int =
    this.ushr(32 - bitCount) and (-bitCount).shr(31)

internal fun checkRangeBounds(from: Int, until: Int) = require(until > from) {
    boundsErrorMessage(from, until)
} internal fun checkRangeBounds(from: Long, until: Long) = require(until > from) {
    boundsErrorMessage(from, until)
} internal fun checkRangeBounds(from: Double, until: Double) =
    require(until > from) {
        boundsErrorMessage(from, until)
    }

/**
 * Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language contributors.
 * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.
 */

package kotlin.random
nextUInt(0u, until)\n\n/**\n * Gets the next random [UInt] from the random number generator in the specified
range.\n *\n * Generates a [UInt] random value uniformly distributed between the specified [from] (inclusive) and
[until] (exclusive) bounds.\n *\n * @throws IllegalArgumentException if [from] is greater than or equal to [until].\n
*/\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\npublic fun Random.nextUInt(from: UInt, until: UInt):
UInt {\n checkUIntRangeBounds(from, until)\n\n val signedFrom = from.toInt() xor Int.MIN_VALUE\n val
signedUntil = until.toInt() xor Int.MIN_VALUE\n\n val signedResult = nextInt(signedFrom, signedUntil) xor
Int.MIN_VALUE\n return signedResult.toUInt()\n}\n\n/**\n * Gets the next random [UInt] from the random
number generator in the specified [range].\n *\n * Generates a [UInt] random value uniformly distributed in the
specified [range]:\n * from `range.start` inclusive to `range.endInclusive` inclusive.\n *\n * @throws
IllegalArgumentException if [range] is empty.\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\npublic
fun Random.nextUInt(range: UIntRange): UInt = when {\n range.isEmpty() -> throw
IllegalArgumentException(\"Cannot get random in empty range: $range\")\n range.last < UInt.MAX_VALUE ->
nextUInt(range.first, range.last + 1u)\n range.first > UInt.MIN_VALUE -> nextUInt(range.first - 1u, range.last) +
1u\n else -> nextUInt()\n}\n\n/**\n * Gets the next random [ULong] from the random number generator.\n *\n *
Generates a [ULong] random value uniformly distributed between [ULong.MIN_VALUE] and
[ULong.MAX_VALUE] (inclusive).\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\npublic fun
Random.nextULong(): ULong = nextLong().toULong()\n\n/**\n * Gets the next random [ULong] from the random
number generator less than the specified [until] bound.\n *\n * Generates a [ULong] random value uniformly
distributed between `0` (inclusive) and the specified [until] bound (exclusive).\n *\n * @throws
IllegalArgumentException if [until] is zero.\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\npublic
fun Random.nextULong(until: ULong): ULong = nextULong(0uL, until)\n\n/**\n * Gets the next random [ULong]
from the random number generator in the specified range.\n *\n * Generates a [ULong] random value uniformly
distributed between the specified [from] (inclusive) and [until] (exclusive) bounds.\n *\n * @throws
IllegalArgumentException if [from] is greater than or equal to [until].\n
*/\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\npublic fun Random.nextULong(from: ULong, until:
ULong): ULong {\n checkULongRangeBounds(from, until)\n\n val signedFrom = from.toLong() xor
Long.MIN_VALUE\n val signedUntil = until.toLong() xor Long.MIN_VALUE\n\n val signedResult =
nextLong(signedFrom, signedUntil) xor Long.MIN_VALUE\n return signedResult.toULong()\n}\n\n/**\n * Gets
the next random [ULong] from the random number generator in the specified [range].\n *\n * Generates a [ULong]
random value uniformly distributed in the specified [range]:\n * from `range.start` inclusive to `range.endInclusive`
inclusive.\n *\n * @throws IllegalArgumentException if [range] is empty.\n
*/\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\npublic fun Random.nextULong(range: ULongRange):
ULong = when {\n range.isEmpty() -> throw IllegalArgumentException(\"Cannot get random in empty range:
$range\")\n range.last < ULong.MAX_VALUE -> nextULong(range.first, range.last + 1u)\n range.first >
ULong.MIN_VALUE -> nextULong(range.first - 1u, range.last) + 1u\n else -> nextULong()\n}\n\n/**\n * Fills
the specified unsigned byte [array] with random bytes and returns it.\n *\n * @return [array] filled with random
bytes.\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\npublic fun Random.nextUBytes(array:
UByteArray): UByteArray {\n nextBytes(array.asByteArray())\n return array\n}\n\n/**\n * Creates an unsigned
byte array of the specified [size], filled with random bytes.\n
*/\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\npublic fun Random.nextUBytes(size: Int): UByteArray
= nextBytes(size).asUByteArray()\n\n/**\n * Fills a subrange of the specified `UByte` [array] starting from
[fromIndex] inclusive and ending [toIndex] exclusive with random UBytes.\n *\n * @return [array] with the
subrange filled with random bytes.\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\npublic fun
Random.nextUBytes(array: UByteArray, fromIndex: Int = 0, toIndex: Int = array.size): UByteArray {\n
nextBytes(array.asByteArray(), fromIndex, toIndex)\n return
array\n}\n\n\n@ExperimentalUnsignedTypes\ninternal fun checkUIntRangeBounds(from: UInt, until: UInt) =
require(until > from) { boundsErrorMessage(from, until) }\n@ExperimentalUnsignedTypes\ninternal fun
checkULongRangeBounds(from: ULong, until: ULong) = require(until > from) { boundsErrorMessage(from, until)

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package kotlin.random

/**
 * Random number generator, using Marsaglia's "xorwow" algorithm
 *
 * Cycles after 2^192 - 2^32 repetitions.
 * For more details, see Marsaglia, George (July 2003). "Xorshift RNGs".
 * Journal of Statistical Software. 8 (14). doi:10.18637/jss.v008.i14
 * Available at https://www.jstatsoft.org/v08/i14/paper
 */

internal class XorWowRandom
internal constructor(
    private var x: Int,
    private var y: Int,
    private var z: Int,
    private var w: Int,
    private var v: Int,
    private var addend: Int
) : Random() {

    internal constructor(seed1: Int, seed2: Int) :
            this(seed1, seed2, 0, 0,
                  seed1.inv(), (seed1 shl 10) xor (seed2 ushr 4))

    init {
        require((x or y or z or w or v) != 0) { "Initial state must have at least one non-zero element." }
        // some trivial seeds can produce several values with zeroes in upper bits, so we discard first 64
        repeat(64) { nextInt() }
    }

    override fun nextInt(): Int {
        // Equivalent to the xorxow algorithm
        var t = x
        t = t xor (t ushr 2)
        x = y
        y = z
        z = w
        val v0 = v
        w = v0
        t = (t xor (t shl 1)) xor v0 xor (v0 shl 4)
        v = t
        addend += 362437
        return t + addend
    }

    override
    fun nextBits(bitCount: Int): Int =
        nextInt().takeUpperBits(bitCount)
}

package kotlin.ranges

/**
 * Represents a range of [Comparable] values.
 */
private open class ComparableRange<T : Comparable<T>>(
    override val start: T,
    override val endInclusive: T
) : ClosedRange<T> {

    override
    fun equals(other: Any?): Boolean {
        return other is ComparableRange<*> && (isEmpty() && other.isEmpty()
            ||
                start == other.start && endInclusive == other.endInclusive)
    }

    override fun hashCode(): Int {
        return if (isEmpty()) -1 else 31 * start.hashCode() + endInclusive.hashCode()
    }

    override
    fun toString(): String = "$start..$endInclusive"
}

/**
 * Creates a range from this [Comparable] value to the specified [that] value.
 * This value needs to be smaller than [that] value, otherwise the returned range will be empty.
 * @sample samples.ranges.Ranges.rangeFromComparable
 */
public operator fun <T : Comparable<T>> T.rangeTo(that: T): ClosedRange<T> = ComparableRange(this, that)


/**
 * A closed range of values of type `Double`.
 * Numbers are compared with the ends of this range according to IEEE-754.
 */
private class ClosedDoubleRange(
    start: Double,
    endInclusive: Double
) : ClosedFloatingPointRange<Double> {
    private val _start = start
    private val _endInclusive = endInclusive

    override val start: Double get() = _start
    override val endInclusive: Double get() = _endInclusive

    override
    fun lessThanOrEquals(a: Double, b: Double): Boolean = a <= b

    override fun contains(value: Double): Boolean = value >= _start && value <= _endInclusive
    override fun isEmpty(): Boolean = !lessThanOrEquals(start, endInclusive)

    override
    fun equals(other: Any?): Boolean {
        return other is ClosedDoubleRange && (isEmpty() && other.isEmpty()
            ||
                _start == other._start && _endInclusive == other._endInclusive)
    }

    override
    fun hashCode(): Int {
        return if (isEmpty()) -1 else 31 * start.hashCode() + endInclusive.hashCode()
    }

    override
    fun toString(): String = "$_start..$_endInclusive"
}

/**
 * Creates a range from this [Double] value to the specified [that] value.
 * Numbers are compared with the ends of this range according to IEEE-754.
 * @sample samples.ranges.Ranges.rangeFromDouble
 */
@SinceKotlin("1.1")
public operator fun Double.rangeTo(that: Double): ClosedFloatingPointRange<Double> = ClosedDoubleRange(this, that)


/**
 * Represents a range of floating point numbers.
 * Extends [ClosedRange] interface providing custom operation
 * [lessThanOrEquals] for comparing values of range domain type.
 * This interface is implemented by floating point ranges returned by [Float.rangeTo] and [Double.rangeTo] operators to
 * achieve IEEE-754 comparison order instead of total order of floating point numbers.
 * @sample samples.ranges.ranges.Ranges.rangeFromDouble
 */
private class ClosedFloatingPointRange<T : Comparable<T>>(
    start: T,
    endInclusive: T
) : ClosedRange<T> {

    override
    fun contains(value: T): Boolean = lessThanOrEquals(start, value) && lessThanOrEquals(value, endInclusive)
    override
    fun isEmpty(): Boolean = !lessThanOrEquals(start, endInclusive)

    /**
     * Compares two values of range domain type and returns true if first is less than or equal to second.
     */
    fun lessThanOrEquals(a: T, b: T): Boolean = a <= b

    override
    fun equals(other: Any?): Boolean {
        return other is ClosedFloatingPointRange && (isEmpty() && other.isEmpty()
            ||
                start == other.start && endInclusive == other.endInclusive)
    }

    override
    fun hashCode(): Int {
        return if (isEmpty()) -1 else 31 * start.hashCode() + endInclusive.hashCode()
    }

    override
    fun toString(): String = "$_start..$_endInclusive"
}
A closed range of values of type `Float`.

Numbers are compared with the ends of this range according to IEEE-754.

```kotlin
private class ClosedFloatRange(
    start: Float,
    endInclusive: Float
) : ClosedFloatingPointRange<Float> {
    private val _start = start
    private val _endInclusive = endInclusive

    override val start: Float get() = _start
    override val endInclusive: Float get() = _endInclusive

    override fun lessThanOrEquals(a: Float, b: Float): Boolean = a <= b

    override fun contains(value: Float): Boolean = value
        >= _start && value <= _endInclusive

    override fun isEmpty(): Boolean = !(_start <= _endInclusive)

    override fun equals(other: Any?): Boolean {
        return other is ClosedFloatRange &&
            (isEmpty() &&
                other.isEmpty() ||
                _start == other._start && _endInclusive == other._endInclusive)
    }

    override fun hashCode(): Int {
        return if (isEmpty()) -1 else 31 * _start.hashCode() + _endInclusive.hashCode()
    }

    override fun toString(): String = "$_start..$_endInclusive"
}

/**
 * Creates a range from this [Float] value to the specified [that] value.
 * Numbers are compared with the ends of this range according to IEEE-754.
 * @sample samples.ranges.Ranges.rangeFromFloat
 */
@SinceKotlin("1.1")
public operator fun Float.rangeTo(that: Float): ClosedFloatingPointRange<Float> = ClosedFloatRange(this, that)

/**
 * Returns `true` if this iterable range contains the specified [element].
 * Always returns `false` if the [element] is `null`.
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
    element != null &&
    contains(element)

internal fun checkStepIsPositive(isPositive: Boolean, step: Number) {
    if (!isPositive)
        throw IllegalArgumentException("Step must be positive, was: $step.")
}
```

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the specified character sequence [value] to this Appendable and returns this instance.

*param value the character sequence from which a subsequence is appended. If [value] is `null`, then characters are appended as if [value] contained the four characters `\"null\"`. *

*param startIndex the beginning (inclusive) of the subsequence to append.

*param endIndex the end (exclusive) of the subsequence to append.

*Throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of the [value] character sequence indices or when `startIndex > endIndex`.

fun append(value: CharSequence?, startIndex: Int, endIndex: Int): Appendable

/**
 * Appends a subsequence of the specified character sequence [value] to this Appendable and returns this instance.

*param value the character sequence from which a subsequence is appended. If [value] is `null`, then characters are appended as if [value] contained the four characters `\"null\"`. *

*param startIndex the beginning (inclusive) of the subsequence to append.

*param endIndex the end (exclusive) of the subsequence to append.

*Throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of the [value] character sequence indices or when `startIndex > endIndex`.

*/
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public fun <T : Appendable> T.appendRange(value: CharSequence?, startIndex: Int, endIndex: Int): T {
    @Suppress("UNCHECKED_CAST")
    return append(value, startIndex, endIndex) as T
}

/**
 * Appends all arguments to the given Appendable.
 *
 * @sample samples.text.Chars.plus
 */
@kotlin.internal.InlineOnly
public inline operator fun Char.plus(other: String): String = this.toString() + other

/**
 * Returns `true` if this character is equal to the [other] character, optionally ignoring character case.
 *
 * Two characters are considered the same ignoring case if at least one of the following is `true`:
 * - The two characters are the same (as compared by the `==` operator)
 * - Applying the method [toUpperCase] to each character produces the same result
 * - Applying the method [toLowerCase] to each character produces the same result
 *
 * @param ignoreCase `true` to ignore character case when comparing characters. By default `false`.
 * @see Char.toUpperCase
 * @see Char.toLowerCase
 */
public fun Char.equals(other: Char, ignoreCase: Boolean = false): Boolean {
    if (this == other) return true
    if (!ignoreCase) return false

    if (this.toUpperCase() == other.toUpperCase()) return true
    if (this.toLowerCase() == other.toLowerCase()) return true
    return false
}

/**
 * Returns `true` if this character is a Unicode surrogate code unit.
 */
public fun Char.isSurrogate(): Boolean = this in Char.MIN_SURROGATE..Char.MAX_SURROGATE

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 */

@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("CharsKt")

package kotlin.text

/**
 * Concatenates this Char and a String.
 *
 * @sample samples.text.Chars.plus
 */
@kotlin.internal.InlineOnly
public inline operator fun Char.plus(other: String): String = this.toString() + other

/**
 * Detects indent by [marginPrefix] as it does [trimMargin] and replace it with [newIndent].
 *
 * @param marginPrefix non-blank string, which is used as a margin delimiter. Default is `\"|\"`
 */
public fun String.replaceIndentByMargin(newIndent: String = \"|\") {String = \"\"

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 */

@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("StringsKt")

package kotlin.text

/**
 * Trims leading whitespace characters followed by [marginPrefix] from every line of a source string and removes
 * the first and the last lines if they are blank (notice difference blank vs empty).
 *
 * Doesn't affect a line if it doesn't contain [marginPrefix] except the first and the last blank lines.
 *
 * Doesn't preserve the original line endings.
 *
 * @param marginPrefix non-blank string, which is used as a margin delimiter. Default is `\"|\"
 */
public fun String.replaceIndentByMargin(marginPrefix: String = \"|\") {String = \"\"

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marginPrefix: String = "\t": String {
    require(marginPrefix.isNotBlank()) { "marginPrefix must be non-blank string." }
    val lines = lines().filter { !it.isWhitespaces() }
    val firstNonWhitespaceIndex = line.indexOfFirst { !it.isWhitespace() }
    when { firstNonWhitespaceIndex == -1 -> return null
    line.startsWithWith(marginPrefix, firstNonWhitespaceIndex) -> line.substring(firstNonWhitespaceIndex + marginPrefix.length) }
    else -> null
}

/**
 * detects a common minimal indent of all the input lines, remove's it from every line and
also removes the first and the last * lines if they are blank (notice difference blank vs empty).
 */
public fun String.trimIndent(): String = replaceIndent("")

/**
 * replace's the specified newIndent with the specified newIndent.
 */
public fun String.replaceIndent(newIndent: String = ""): String {
    val lines = lines()
    val minCommonIndent = lines
        .filter(String::isNotBlank)
        .map(String::indentWidth)
        .min() ?: 0
    return lines.reindent(length + newIndent.length * lines.size,
        getIndentFunction(newIndent), { line -> line.drop(minCommonIndent) })
}

/**
 * prepend's the specified 
 to every line of the original string.
 */
public fun String.prependIndent(indent: String = "    "): String =
    lineSequence()
        .map {
            when {
                it.isBlank() -> {
                    when {
                        it.length < indent.length -> indent
                        else -> it
                    }
                }
                else -> indent + it
            }
        }
        .joinToString("\n")

private fun String.indentWidth(): Int = indexOfFirst { !it.isWhitespace() }.let { if (it == -1) length else it }

private fun getIndentFunction(indent: String) = when {
    indent.isEmpty() -> { line: String -> line }
    else -> { line: String -> indent + line }
}

private inline fun List<String>.reindent(
    resultSizeEstimate: Int,
    indentAddFunction: (String) -> String,
    indentCutFunction: (String) -> String?
): String {
    val lastIndex = lastIndex
    return
        mapIndexedNotNull { index, value ->
            if ((index == 0 || index == lastIndex) && value.isBlank())
                null
            else
                indentCutFunction(value) ?.let { indentAddFunction } ?: value
        }
        .joinTo(StringBuilder(resultSizeEstimate), "\n")
        .toString()
The character \u201C
/** The character \u201D
/** The character \u201E
/** The character \u2020
/** The character \u2021
/** The character •
/** The character …
/** The character ′
/** The character ″
/** The character €
/** The character ™
/** The character ≈
/** The character ≠
/** The character ≤
/** The character ≥

package kotlin.text

/**
 * Represents a collection of captured groups in a single match of a regular
 * expression.
 */
public interface MatchGroupCollection : Collection<MatchGroup?> {

    /** Returns a group with the specified [index].
     * @return An instance of [MatchGroup] if the group with the specified [index] was matched or `null` otherwise.
     * Groups are indexed from 1 to the count of groups in the regular expression. * Groups are indexed from 1 to `groupCount` and group with the index 0 corresponds to the entire match.
     */
    public operator fun get(index: Int): MatchGroup?

    /** Returns a named group with the specified [name].
     * @return An instance of [MatchGroup] if the group with the specified [name] was matched or `null` otherwise.
     * @throws IllegalArgumentException if there is no group with the specified [name] defined in the regex pattern.
     * @throws UnsupportedOperationException if getting named groups isn't supported on the current platform.
     */
    public operator fun get(name: String): MatchGroup?

    /** Returns a new [MatchResult] with the results for the next match, starting at the position
     * at which the last match ended (at the character after the last matched character).
     */
    public fun next(): MatchResult?

    /** Provides components for destructuring assignment of group values.
     * [component1] corresponds to the value of the first group, component2 \u2014 of the second, and so on.
     */
    public val destructured: Destructured get() = Destructured(this)

    /** Returns a list of matched indexed group values.
     * If the group in the regular expression is optional and
     * there were no match captured by that group,
     */
    public val groupValues: List<String>

    /** An instance of [MatchResult.Destructured] wrapper providing components for destructuring assignment of group values.
     * [component1] corresponds to the value of the first group, component2 \u2014 of the second, and so on.
     */
    public val destructured: Destructured get()

    /** An instance of [MatchResult] wrapper providing components for destructuring assignment of group values.
     * [component1] corresponds to the value of the first group, component2 \u2014 of the second, and so on.
     */
    public val destructured: Destructured get() = Destructured(this)

    /** A collection of groups matched by the regular expression.
     * This collection has size of `groupCount + 1` where `groupCount` is the count of groups in the regular expression.
     * Groups are indexed from 1 to `groupCount` and group with the index 0 corresponds to the entire match.
     */
    public val groups: MatchGroupCollection

    /** The range of indices in the original string where match was captured.
     */
    public val range: IntRange

    /** The substring from the input string captured by this match.
     */
    public val value: String

    /** A list of matched indexed group values.
     * This list has size of `groupCount + 1` where `groupCount` is the count of groups in the regular expression.
     * Groups are indexed from 1 to `groupCount` and group with the index 0 corresponds to the entire match.
     */
    public val groupValues: List<String>

    /** Provides components for destructuring assignment of group values.
     * [component1] corresponds to the value of the first group, component2 \u2014 of the second, and so on.
     */
    public val destructured: Destructured get() = Destructured(this)

    /** Returns a list of matched indexed group values.
     * This list has size of `groupCount + 1` where `groupCount` is the count of groups in the regular expression.
     * Groups are indexed from 1 to `groupCount` and group with the index 0 corresponds to the entire match.
     */
    public val groupValues: List<String>
there were no match captured by that group, * corresponding component value is an empty string.

* sample samples.text.Regexps.matchDestructuringToGroupValues

* /n public class Destructured internal constructor(public val match: MatchResult) {
    @kotlin.internal.InlineOnly
    public operator inline fun component1(): String = match.groupValues[1]
    @kotlin.internal.InlineOnly
    public operator inline fun component2(): String = match.groupValues[2]
    @kotlin.internal.InlineOnly
    public operator inline fun component3(): String = match.groupValues[3]
    @kotlin.internal.InlineOnly
    public operator inline fun component4(): String = match.groupValues[4]
    @kotlin.internal.InlineOnly
    public operator inline fun component5(): String = match.groupValues[5]
    @kotlin.internal.InlineOnly
    public operator inline fun component6(): String = match.groupValues[6]
    @kotlin.internal.InlineOnly
    public operator inline fun component7(): String = match.groupValues[7]
    @kotlin.internal.InlineOnly
    public operator inline fun component8(): String = match.groupValues[8]
    @kotlin.internal.InlineOnly
    public operator inline fun component9(): String = match.groupValues[9]
    @kotlin.internal.InlineOnly
    public operator inline fun component10(): String = match.groupValues[10]

    /**
     * Returns destructured group values as a list of strings.
     * First value in the returned list corresponds to the value of the first group, and so on.
     */
    public fun toList(): List<String> = match.groupValues.subList(1, match.groupValues.size)
}

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 */

package kotlin.time

import kotlin.math.abs

@UseExperimental(ExperimentalTime::class)
private inline val storageUnit get() = DurationUnit.NANOSECONDS

/**
 * Represents the amount of time one instant of time is away from another
 * instant. A negative duration is possible in a situation when the second instant is earlier than the first one.
 * An infinite duration value [Duration.INFINITE] can be used to represent infinite timeouts.
 * To construct a duration use either the extension function [toDuration],
 * or the extension properties [hours], [minutes], [seconds],
 * and so on, * available on [Int], [Long], and [Double] numeric types.
 * To get the value of this duration expressed in a particular [duration units][DurationUnit] use the functions [toInt], [toLong], and [toDouble] or
 * the properties [inHours], [inMinutes], [inSeconds], and so on.
 * * An infinite duration value [Duration.INFINITE] can be used to represent infinite timeouts.
 * * A negative duration is possible in a situation when the second instant is earlier than the first one.
 * * An infinite duration value [Duration.INFINITE] can be used to represent infinite timeouts.
 * * A negative duration is possible in a situation when the second instant is earlier than the first one.
 */
@SinceKotlin("1.3")
@ExperimentalTime
@Suppress("NON_PUBLIC_PRIMARY_CONSTRUCTOR_OF_INLINE_CLASS")
public inline class Duration internal constructor(internal val value: Double) : Comparable<Duration> {

    companion object {
        /** The duration equal to exactly 0 seconds. */
        public val ZERO: Duration = Duration(0.0)

        /** The duration whose value is positive infinity. It is
         * useful for representing timeouts that should never expire. */
        public val INFINITE: Duration = Duration(Double.POSITIVE_INFINITY)

        /** Converts the given time duration [value] expressed in the
         * specified [sourceUnit] into the specified [targetUnit]. */
        public fun convert(value: Double, sourceUnit: DurationUnit, targetUnit: DurationUnit): Double =
            convertDurationUnit(value, sourceUnit, targetUnit)

        // arithmetic operators

        /** Returns the negative of this value. */
        public operator fun unaryMinus(): Duration = Duration(-value)

        /** Returns a duration whose value is the sum of this and [other] duration values. */
        public operator fun plus(other: Duration): Duration = Duration(value + other.value)

        /** Returns a duration whose value is the difference between this and [other] duration values. */
        public operator fun minus(other: Duration): Duration = Duration(value - other.value)

        /** Returns a number that is the ratio of this and [other] duration values. */
        public operator fun div(other: Duration): Double = this.value / other.value

        /** Returns true, if the duration value is less than zero.
         * Returns true, if the duration value is less than zero.
         * Returns true, if the duration value is less than zero.
         */
        public operator fun compareTo(other: Duration): Int = value.compareTo(other.value)

        /** Returns true, if the duration value is less than zero.
         * Returns true, if the duration value is less than zero.
         * Returns true, if the duration value is less than zero.
         */
        public operator fun lessThan(other: Duration): Boolean = value < other.value

        /** Returns true, if the duration value is less than zero.
         * Returns true, if the duration value is less than zero.
         * Returns true, if the duration value is less than zero.
         */
        public operator fun lessThanOrEqual(other: Duration): Boolean = value <= other.value

        /** Returns true, if the duration value is less than zero.
         * Returns true, if the duration value is less than zero.
         * Returns true, if the duration value is less than zero.
         */
        public operator fun greaterThan(other: Duration): Boolean = value > other.value

        /** Returns true, if the duration value is less than zero.
         * Returns true, if the duration value is less than zero.
         * Returns true, if the duration value is less than zero.
         */
        public operator fun greaterThanOrEqual(other: Duration): Boolean = value >= other.value

        /** Returns true, if the duration value is less than zero.
         * Returns true, if the duration value is less than zero.
         * Returns true, if the duration value is less than zero.
         */
        public operator fun equals(other: Duration): Boolean = value == other.value
    }

    // arithmetic operators

    /** Returns the negative of this value. */
    public operator fun unaryMinus(): Duration = Duration(-value)

    /** Returns a duration whose value is the sum of this and [other] duration values. */
    public operator fun plus(other: Duration): Duration = Duration(value + other.value)

    /** Returns a duration whose value is the difference between this and [other] duration values. */
    public operator fun minus(other: Duration): Duration = Duration(value - other.value)

    /** Returns a number that is the ratio of this and [other] duration values. */
    public operator fun div(other: Duration): Double = this.value / other.value

    /** Returns true, if the duration value is less than zero.
     * Returns true, if the duration value is less than zero.
     * Returns true, if the duration value is less than zero.
     */
*\n  public fun isNegative(): Boolean = value < 0
  /** Returns true, if the duration value is greater than zero. */
*\n  public fun isPositive(): Boolean = value > 0
  /** Returns true, if the duration value is infinite. */
*\n  public fun isInfinite(): Boolean = value.isInfinite()
  /** Returns true, if the duration value is finite. */
*\n  public val absoluteValue: Duration
definition
  Duration get() = if (isNegative()) -this else this

  override fun compareTo(other: Duration): Int = this.value.compareTo(other.value)
// splitting to components

  /**
   * Splits this duration into days, hours, minutes, seconds, and nanoseconds and executes the given [action]
   * with these components.
   * * The result of [action] is returned as the result of this function.
   * * `nanoseconds` represents the whole number of nanoseconds in this duration, and its absolute value is less than
   *   1_000_000_000;
   * * `seconds` represents the whole number of seconds in this duration, and its absolute value is less than 60;
   * * `minutes` represents the whole number of minutes in this duration, and its absolute value is less than 60;
   * * `hours` represents the whole number of hours in this duration, and its absolute value is less than 24;
   * * `days` represents the whole number of days in this duration.
   * * If the value doesn't fit in [Int] range, i.e. it's greater than [Int.MAX_VALUE] or less than [Int.MIN_VALUE],
   *   it is coerced into that range.
   *
   * **
   * Splits this duration into hours, minutes, seconds, and nanoseconds and executes the given [action] with these
   * components.
   * * The result of [action] is returned as the result of this function.
   * * `nanoseconds` represents the whole number of nanoseconds in this duration, and its absolute value is less than
   *   1_000_000_000;
   * * `seconds` represents the whole number of seconds in this duration, and its absolute value is less than 60;
   * * `minutes` represents the whole number of minutes in this duration, and its absolute value is less than 60;
   * * `hours` represents the whole number of hours in this duration.
   * * If the value doesn't fit in [Int] range, i.e. it's greater than [Int.MAX_VALUE] or less than [Int.MIN_VALUE],
   *   it is coerced into that range.
   *
   * **
   * Splits this duration into minutes, seconds, and nanoseconds and executes the given [action] with these
   * components.
   * * The result of [action] is returned as the result of this function.
   * * `nanoseconds` represents the whole number of nanoseconds in this duration, and its absolute value is less than
   *   1_000_000_000;
   * * `seconds` represents the whole number of seconds in this duration, and its absolute value is less than 60;
   * * `minutes` represents the whole number of minutes in this duration.
   * * If the value doesn't fit in [Int] range, i.e. it's greater than [Int.MAX_VALUE] or less than [Int.MIN_VALUE],
   *   it is coerced into that range.
   *
   * **
   * Splits this duration into seconds, and nanoseconds and executes the given [action] with these components.
   * * The result of [action] is returned as the result of this function.
   * * `nanoseconds` represents the whole number of nanoseconds in this duration, and its absolute value is less than
   *   1_000_000_000;
   * * `seconds` represents the whole number of seconds in this duration.
   * * If the value doesn't fit in [Long] range, i.e. it's greater than [Long.MAX_VALUE] or less than [Long.MIN_VALUE],
   *   it is coerced into that range.
   *
   * **
   * Returns the value of this duration expressed as a [Double] number of the specified [unit].
   * **
   * Returns the value of this duration expressed as a [Long] number of the specified [unit].
   * **
   * If the value doesn't fit in the range of [Long] type, it is coerced into that range, see the conversion [Double.toLong]
   * for details.
   * **
   * Returns
the value of this duration expressed as an [Int] number of the specified [unit].

*\n* If the value doesn't fit in the range of [Int] type, it is coerced into that range, see the conversion [Double.toInt] for details.

*\n* public fun toInt(unit: DurationUnit): Int = toDouble(unit).toInt()

/** The value of this duration expressed as a [Double] number of days. *\n* public val inDays: Double get() = toDouble(DurationUnit.DAYS)

/** The value of this duration expressed as a [Double] number of hours. *\n* public val inHours: Double get() =

toDouble(DurationUnit.HOURS)

/** The value of this duration expressed as a [Double] number of minutes. *\n* public val inMinutes: Double get() = toDouble(DurationUnit.MINUTES)

/** The value of this duration expressed as a [Double] number of seconds. *\n* public val inSeconds: Double get() =

toDouble(DurationUnit.SECONDS)

/** The value of this duration expressed as a [Double] number of milliseconds. *\n* public val inMilliseconds: Double get() = toDouble(DurationUnit.MILLISECONDS)

/** The value of this duration expressed as a [Double] number of microseconds. *\n* public val inMicroseconds: Double get() = toDouble(DurationUnit.MICROSECONDS)

/** The value of this duration expressed as a [Double] number of nanoseconds. *\n* public val inNanoseconds: Double get() =

toDouble(DurationUnit.NANOSECONDS)

// shortcuts

/**
* Returns the value of this duration expressed as a [Long] number of nanoseconds.
* If the value doesn't fit in the range of [Long] type, it is coerced into that range, see the conversion [Double.toLong] for details.
* The range of durations that can be expressed as a `Long` number of nanoseconds is approximately `±292` years.
* public fun toLongNanoseconds(): Long = toLong(DurationUnit.NANOSECONDS)

/**
* Returns the value of this duration expressed as a [Long] number of milliseconds.
* If it doesn't fit in that range, see the conversion [Double.toLong] for details.
* The range of durations that can be expressed as a `Long` number of milliseconds is approximately `±292` million years.
* public fun toLongMilliseconds(): Long = toLong(DurationUnit.MILLISECONDS)

/**
* Returns a string representation of this duration value expressed in the unit which yields the most compact and readable number value.
* Special cases:
* - zero duration is formatted as `"0s"`
* - the infinite duration is formatted as `"Infinity"` without unit
* - very small durations (less than 1e-15 s) are expressed in seconds and formatted in scientific notation
* - very big durations (more than 1e+7 days) are expressed in days and formatted in scientific notation
* @return the value of duration in the automatically determined unit followed by that unit abbreviated name: `d`, `h`, `m`, `s`, `ms`, `us`, or `ns`.
* @sample samples.time.Durations.toStringDefault
*/

override fun toString(): String = when {
    isInfinite() -> value.toString()
    value == 0.0 -> "0s"
    else -> {
        var absNs = absoluteValue.inNanoseconds
        var scientific = false
        var maxDecimals = 0
        val unit = when {
            absNs < 1e-6 -> DurationUnit.SECONDS
            else -> {
                absNs < 1e3 -> DurationUnit.MICROSECONDS
                absNs < 1e9 -> DurationUnit.MILLISECONDS
                absNs < 60_000e9 -> DurationUnit.MINUTES
                absNs < 86400e9 -> DurationUnit.SECONDS
                else -> DurationUnit.DAYS
            }
            val value = toDouble(unit)
            when {
                scientific -> formatScientific(value)
                else -> formatUpToDecimals(value, maxDecimals) + unit.shortName()
            }
        }
        var value = fromNumber(value, unit) + value
        var ns = absNs % 1000
        when {
            ns > 900 -> value("ns", ns)
            ns > 500 -> value("μs", ns)
            ns > 100 -> value("ms", ns)
            ns > 10 -> value("s", ns)
            else -> value("d", value)
        }
    }
}

private fun precision(value: Double): Int = when {
    value < 1 -> 3
    value < 10 -> 2
    value < 100 -> 1
    else -> 0
}

private fun fun toString(unit: DurationUnit, decimals: Int = 0): String {
    require(decimals >= 0) { "decimals must be not negative, but was ${decimals}" }
    if (isInfinite()) return value.toString()
    var value = fromNumber(value, unit) + value
    var ns = absNs % 1000
    when {
        ns > 900 -> value("ns", ns)
        ns > 500 -> value("μs", ns)
        ns > 100 -> value("ms", ns)
        ns > 10 -> value("s", ns)
        else -> value("d", value)
    }
}
$$1e14 \rightarrow \text{formatToExactDecimals(number, decimals.coerceAtMost(12))}$$
else $$\rightarrow \text{formatScientific(number)}$$

* The returned value is presented in the format `PThHmMs.fs`, where `h`, `m`, `s` are the integer components of this duration (see `toComponents()`). * `f` is a fractional part of second. Depending on the rounding of the number, the fractional part can be represented with $0$, $0.3$, $0.6$, or $0.9$ decimal digits. * If the hours component is not equal to $0$, then the infinite duration is formatted as `$PT2147483647H$`. * `neg` * Negative durations are indicated with the sign `−` in the beginning of the returned string, for example, `$PT5M30S$`. * so the infinite duration is formatted as `$PT2147483647H$`. * `neg` * Negative durations are indicated with the sign `−` in the beginning of the returned string, for example, `$PT5M30S$`. * so the infinite duration is formatted as `$PT2147483647H$`. * `neg`
Apache 2.0 license that can be found in the license/LICENSE.txt file. */

package kotlin.time

import kotlin.annotation.AnnotationTarget.*

/**
 * This annotation marks the experimental preview of the standard library API for measuring time and working with durations.
 * Do not use it if you develop a library since your library will become binary incompatible with any future versions of the standard library. unserem * The only operation provided by the time source is [markNow]. It returns a [TimeMark], which can be used to query the elapsed time later.

@OptIn(ExperimentalTime::class)

/**
 * Marks a point in time on this time source.
 *
 * The returned [TimeMark] instance encapsulates the captured time point and allows querying the duration of time interval [elapsedNow] from that point.

public fun markNow(): TimeMark

/**
 * The most precise time source available in the platform.
 *
 * This time source returns its readings from a source of monotonic time when it is available in a target platform, and resorts to a non-monotonic time source otherwise.
 *
 * Represents a time point notched on a particular [TimeSource]. Remains bound to the time source it was taken from and allows querying for the duration of time elapsed from that point (see the function [elapsedNow]).

public companion object {

    /**
     * Returns true if this time mark has passed according to the time source from which this mark was taken.
     *
     * Returns false if this time mark has not passed according to the time source from which this mark was taken.

    public fun hasPassedNow(): Boolean = !elapsedNow().isNegative()

    public fun hasNotPassedNow(): Boolean = elapsedNow().isNegative()

    /**
     * Returns the amount of time passed from this mark measured with the time source from which this mark was taken.
     *
     * Note that the value returned by this function can change on subsequent invocations.

    public fun elapsedNow(): Duration

    /**
     * Returns true if this time mark has passed according to the time source from which this mark was taken.
     *
     * Note that the value returned by this function can change on subsequent invocations.

    public fun hasPassedNow(): Boolean = !elapsedNow().isNegative()

    public fun hasNotPassedNow(): Boolean = elapsedNow().isNegative()

    /**
     * Returns the amount of time passed from this mark measured with the time source from which this mark was taken.
     *
     * Note that the value returned by this function can change on subsequent invocations.

    public fun elapsedNow(): Duration

    /**
     * Returns true if this time mark has passed according to the time source from which this mark was taken.
     *
     * Note that the value returned by this function can change on subsequent invocations.

    public fun hasPassedNow(): Boolean = !elapsedNow().isNegative()

    public fun hasNotPassedNow(): Boolean = elapsedNow().isNegative()

    /**
     * Returns the amount of time passed from this mark measured with the time source from which this mark was taken.
     *
     * Note that the value returned by this function can change on subsequent invocations.

    public fun elapsedNow(): Duration

    /**
     * Returns true if this time mark has passed according to the time source from which this mark was taken.
     *
     * Note that the value returned by this function can change on subsequent invocations.

    public fun hasPassedNow(): Boolean = !elapsedNow().isNegative()

    public fun hasNotPassedNow(): Boolean = elapsedNow().isNegative()

    /**
     * Returns the amount of time passed from this mark measured with the time source from which this mark was taken.
     *
     * Note that the value returned by this function can change on subsequent invocations.

    public fun elapsedNow(): Duration

    /**
     * Returns true if this time mark has passed according to the time source from which this mark was taken.
     *
     * Note that the value returned by this function can change on subsequent invocations.

    public fun hasPassedNow(): Boolean = !elapsedNow().isNegative()

    public fun hasNotPassedNow(): Boolean = elapsedNow().isNegative()

    /**
     * Returns the amount of time passed from this mark measured with the time source from which this mark was taken.
     *
     * Note that the value returned by this function can change on subsequent invocations.

    public fun elapsedNow(): Duration

    /**
     * Returns true if this time mark has passed according to the time source from which this mark was taken.
     *
     * Note that the value returned by this function can change on subsequent invocations.

    public fun hasPassedNow(): Boolean = !elapsedNow().isNegative()

    public fun hasNotPassedNow(): Boolean = elapsedNow().isNegative()
operator fun TimeMark.minus(other: TimeMark): Duration = throw Error("Operation is disallowed.")

@ExperimentalTime
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
@Deprecated("Comparing one TimeMark to another is not a well defined operation because these time marks could have been obtained from the different time sources.", level = DeprecationLevel.ERROR)
unprivate inline operator fun TimeMark.compareTo(other: TimeMark): Int = throw Error("Operation is disallowed.")

@ExperimentalTime
private class AdjustedTimeMark(val mark: TimeMark, val adjustment: Duration) : TimeMark() {
    override fun elapsedNow(): Duration = mark.elapsedNow() - adjustment

override fun plus(duration: Duration): TimeMark = AdjustedTimeMark(mark, adjustment + duration)

@SinceKotlin("1.3")
@ExperimentalTime
@Deprecated("Use TimeSource interface instead.", ReplaceWith("TimeSource", "kotlin.time.TimeSource"))
public typealias Clock = TimeSource

@SinceKotlin("1.3")
@ExperimentalTime
@Deprecated("Use TimeMark class instead.", ReplaceWith("TimeMark", "kotlin.time.TimeMark"))
public typealias ClockMark = TimeMark

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 */

package kotlin.time

@SinceKotlin("1.3")
@ExperimentalTime
internal expect object MonotonicTimeSource : TimeSource

/**
 * An abstract class used to implement time sources that return their readings as [Long] values in the specified [unit] property. The unit in which this time source’s readings are expressed.

@SinceKotlin("1.3")
@ExperimentalTime
abstract class AbstractLongTimeSource(protected val unit: DurationUnit) : TimeSource {
    /**
     * This protected method should be overridden to return the current reading of the time source expressed as a [Long] number in the unit specified by the [unit] property.
     */
    protected abstract fun read(): Long

    private class LongTimeMark(private val startedAt: Long, private val timeSource: AbstractLongTimeSource, private val offset: Duration) : TimeMark() {
        override fun elapsedNow(): Duration = (timeSource.read() - startedAt).toDuration(timeSource.unit) - offset
        override fun plus(duration: Duration): TimeMark = LongTimeMark(startedAt, timeSource, offset + duration)
    }

    override fun markNow(): TimeMark = LongTimeMark(read(), this, Duration.ZERO)
}

/**
 * A time source that has programmatically updatable readings. It is useful as a predictable source of time in tests.
 *
 * The current reading value can be advanced by the specified duration amount with the operator [plusAssign]:
 *
 * ```
 * val timeSource = TestTimeSource()
 * timeSource += 10.seconds
 * ```
 *
 * Implementation note: the current reading value is stored as a [Long] number of nanoseconds, thus it’s capable to represent a time range of approximately ±292 years. Should the reading value overflow as the result of [plusAssign] operation, an [IllegalStateException] is thrown.

@SinceKotlin("1.3")
@ExperimentalTime
public class TestTimeSource : AbstractLongTimeSource(unit = DurationUnit.NANOSECONDS) {
    private var reading: Long = 0L

    override fun read(): Long = reading

    /**
     * Advances the current reading value of this time source by the specified [duration].
     *
     * [duration] value is rounded down towards zero when converting it to a [Long] number of nanoseconds. For example, if the duration being added is 0.6.nanoseconds, the reading doesn’t advance because the duration value is rounded to zero nanoseconds. Should the reading value overflow as the result of this operation, an [IllegalStateException] is thrown.
     */
    public operator fun plusAssign(duration: Duration) {
        val delta = duration.toDouble(unit) // *@throws
        longDelta = delta.toDoubleLong()
    }
}
reading = if (longDelta != Long.MIN_VALUE && longDelta != Long.MAX_VALUE) {
    // when delta fits in long, add it as long
    val newReading = reading + longDelta
    if (reading xor longDelta >= 0 && reading xor newReading < 0) overflow(duration)
    newReading
} else {
    // when delta is greater than long, add it as double
    val newReading = reading + delta
    if (newReading > Long.MAX_VALUE || newReading < Long.MIN_VALUE) overflow(duration)
    newReading.toLong()
}

private fun overflow(duration: Duration) {
    throw IllegalStateException("TestTimeSource will overflow if its reading $reading ns is advanced by $duration.")
}

@SinceKotlin("1.3")
@ExperimentalTime
@Deprecated("Use TimeSource.Monotonic instead.", ReplaceWith("TimeSource.Monotonic", "kotlin.time.TimeSource"))
public typealias MonoClock = TimeSource.Monotonic

@SinceKotlin("1.3")
@ExperimentalTime
@Deprecated("Use AbstractLongTimeSource instead.", ReplaceWith("AbstractLongTimeSource", "kotlin.time.AbstractLongTimeSource"))
public typealias AbstractLongClock = AbstractLongTimeSource

@SinceKotlin("1.3")
@ExperimentalTime
@Deprecated("Use AbstractDoubleTimeSource instead.", ReplaceWith("AbstractDoubleTimeSource", "kotlin.time.AbstractDoubleTimeSource"))
public typealias AbstractDoubleClock = AbstractDoubleTimeSource

@SinceKotlin("1.3")
@ExperimentalTime
@Deprecated("Use TestTimeSource instead.", ReplaceWith("TestTimeSource", "kotlin.time.TestTimeSource"))
public typealias TestClock = TestTimeSource

package kotlin

import kotlin.contracts.*

/**
 * Executes the given function [block] and returns the duration of elapsed time interval.
 * The elapsed time is measured with [TimeSource.Monotonic].
 */
@SinceKotlin("1.3")
@ExperimentalTime
public inline fun measureTime(block: () -> Unit): Duration {
    contract {
        callsInPlace(block, InvocationKind.EXACTLY_ONCE)
    }
    return TimeSource.Monotonic.measureTime(block)
}

/**
 * Executes the given function [block] and returns the duration of elapsed time interval.
 * The elapsed time is measured with the specified `this` [TimeSource] instance.
 */
@SinceKotlin("1.3")
@ExperimentalTime
public inline fun TimeSource.measureTime(block: () -> Unit): Duration {
    contract {
        callsInPlace(block, InvocationKind.EXACTLY_ONCE)
    }
    val mark = markNow()
    block()
    return mark.elapsedNow()
}

/**
 * Data class representing a result of executing an action, along with the duration of elapsed time interval.
 * @property value the result of the action.
 * @property duration the time elapsed to execute the action.
 */
@SinceKotlin("1.3")
@ExperimentalTime
public data class TimedValue<T>(val value: T, val duration: Duration)

/**
 * Executes the given function [block] and returns an instance of [TimedValue] class, containing both
 * the result of function execution and the duration of elapsed time interval.
 * The elapsed time is measured with the specified `this` [TimeSource] instance.
 * @property value the result of the function execution.
 * @property duration the time elapsed to execute the action.
 */
@SinceKotlin("1.3")
@ExperimentalTime
public inline fun <T> TimeSource.measureTimedValue(block: () -> T): TimedValue<T> {
    contract {
        callsInPlace(block, InvocationKind.EXACTLY_ONCE)
    }
    return TimeSource.Monotonic.measureTimedValue(block)
}

package kotlin

import kotlin.internal.InlineOnly

/**
 * Returns a hash code value for the object or zero if the object is `null`.
 * @see Any.hashCode
 */
@SinceKotlin("1.3")
@InlineOnly
public inline fun Any?.hashCode(): Int = this?.hashCode() ?: 0

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 */

package kotlin.time

import kotlin.contracts.*

/**
 * Returns a hash code value for the object or zero if the object is `null`.
 * @see Any.hashCode
 */
@SinceKotlin("1.3")
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public inline fun Any?.hashCode(): Int = this?.hashCode() ?: 0

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 */
among multiple threads. * Locks are used to ensure that only a single thread can initialize the [Lazy] instance. * Synchronized * Initialization function can be called several times on concurrent access to uninitialized [Lazy] instance value. * but only the first returned value will be used as the value of [Lazy] instance. * Publication * No locks are used to synchronize access to the [Lazy] instance value; if the instance is accessed from multiple threads, its behavior is undefined. This mode should not be used unless the [Lazy] instance is guaranteed never to be initialized from more than one thread. * None *

Runnable internal to be called from lazy in JS\n
```kotlin
internal object UNINITIALIZED_VALUE

// internal to be called from lazy in JS
internal class UnsafeLazyImpl<out T>(initializer: () -> T) : Lazy<T>, Serializable {
    private var initializer: (() -> T)? = initializer
    private var _value: Any? = UNINITIALIZED_VALUE

    override val value: T
        get() {
            if (_value === UNINITIALIZED_VALUE) {
                _value = initializer!!()
                initializer = null
            }
            @Suppress("UNCHECKED_CAST")
            return _value as T
        }

    override fun isInitialized(): Boolean = _value !== UNINITIALIZED_VALUE

    override fun toString(): String = if (isInitialized())
        value.toString() else "Lazy value not initialized yet."

    private fun writeReplace(): Any =
        InitializedLazyImpl(value)
}

internal class InitializedLazyImpl<out T>(override val value: T) : Lazy<T>, Serializable {
    override fun isInitialized(): Boolean = true
    override fun toString(): String =
        value.toString()
```

---

@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("NumbersKt")
package kotlin

/**
 * Counts the number of set bits in the binary representation of this [Int] number.
 */
@SinceKotlin("1.3")
public expect fun Int.countOneBits(): Int

/**
 * Counts the number of consecutive most significant bits that are zero in the binary representation of this [Int] number.
 */
@SinceKotlin("1.3")
public expect fun Int.countLeadingZeroBits(): Int

/**
 * Counts the number of consecutive least significant bits that are zero in the binary representation of this [Int] number.
 */
@SinceKotlin("1.3")
public expect fun Int.countTrailingZeroBits(): Int

/**
 * Returns a number having a single bit set in the position of the most significant set bit of this [Int] number, or zero, if this number is zero.
 */
@SinceKotlin("1.3")
public expect fun Int.takeHighestOneBit(): Int

/**
 * Returns a number having a single bit set in the position of the least significant set bit of this [Int] number, or zero, if this number is zero.
 */
@SinceKotlin("1.3")
public expect fun Int.takeLowestOneBit(): Int

/**
 * Counts the number of set bits in the binary representation of this [Long] number.
 */
@SinceKotlin("1.3")
public expect fun Long.countOneBits(): Int

/**
 * Counts the number of consecutive most significant bits that are zero in the binary representation of this [Long] number.
 */
@SinceKotlin("1.3")
public expect fun Long.countLeadingZeroBits(): Int

/**
 * Counts the number of consecutive least significant bits that are zero in the binary representation of this [Long] number.
 */
@SinceKotlin("1.3")
public expect fun Long.countTrailingZeroBits(): Int

/**
 * Returns a number having a single bit set in the position of the most significant set bit of this [Long] number, or zero, if this number is zero.
 */
@SinceKotlin("1.3")
public expect fun Long.takeHighestOneBit(): Int

/**
 * Returns a number having a single bit set in the position of the least significant set bit of this [Long] number, or zero, if this number is zero.
 */
@SinceKotlin("1.3")
public expect fun Long.takeLowestOneBit(): Int

```
this [Long] number.

*\@SinceKotlin("1.3")\n*\@ExperimentalStdlibApi\n*\@public fun Long.countTrailingZeroBits(): Int\n
\n*\@SinceKotlin("1.3")\n*\@ExperimentalStdlibApi\n*\@public fun Long.takeHighestOneBit(): Long\n
\n*\@SinceKotlin("1.3")\n*\@ExperimentalStdlibApi\n*\@public fun Long.takeLowestOneBit(): Long

\n*\@SinceKotlin("1.3")\n*\@ExperimentalStdlibApi\n*\@public expect fun Long.rotateLeft(bitCount: Int): Long\n
\n*\@SinceKotlin("1.3")\n*\@ExperimentalStdlibApi\n*\@public expect fun Long.rotateRight(bitCount: Int): Long

\n*\@SinceKotlin("1.3")\n*\@ExperimentalStdlibApi\n*\@public inline fun Byte.countOneBits(): Int = (toInt() and 0xFF).countOneBits()

\n*\@SinceKotlin("1.3")\n*\@ExperimentalStdlibApi\n*\@public inline fun Byte.countLeadingZeroBits(): Int = (toInt() and 0xFF).countLeadingZeroBits() - (Int.SIZE_BITS - Byte.SIZE_BITS)

\n*\@SinceKotlin("1.3")\n*\@ExperimentalStdlibApi\n*\@public inline fun Byte.countTrailingZeroBits(): Int = (toInt() or 0x100).countTrailingZeroBits()

\n*\@SinceKotlin("1.3")\n*\@ExperimentalStdlibApi\n*\@public inline fun Byte.takeHighestOneBit(): Byte = (toInt() and 0xFF).takeHighestOneBit().toByte()

\n*\@SinceKotlin("1.3")\n*\@ExperimentalStdlibApi\n*\@public inline fun Byte.takeLowestOneBit(): Byte = toInt().takeLowestOneBit().toByte()
of set bits in the binary representation of this [Short] number.

*\@SinceKotlin("1.3\")@ExperimentalStdlibApi\@kotlin.internal.InlineOnly\public inline fun
Short.countOneBits(): Int = (toInt() and 0xFFFF).countOneBits()\n/*\n * Counts the number of consecutive most
significant bits that are zero in the binary representation of this [Short] number.
 */

*\@SinceKotlin("1.3\")@ExperimentalStdlibApi\@kotlin.internal.InlineOnly\public inline fun
Short.countLeadingZeroBits(): Int =
    (toInt() and 0xFFFF).countLeadingZeroBits() - (Int.SIZE_BITS
- Short.SIZE_BITS)\n/*\n * Counts the number of consecutive least significant bits that are zero in the binary
representation of this [Short] number.
 */

*\@SinceKotlin("1.3\")@ExperimentalStdlibApi\@kotlin.internal.InlineOnly\public inline fun
Short.countTrailingZeroBits(): Int = (toInt() or 0x10000).countTrailingZeroBits()\n/*\n * Counts the number of consecutive least significant set bits of this [Short] number,
 * or zero, if this number is zero.\n */

*\@SinceKotlin("1.3\")@ExperimentalStdlibApi\@kotlin.internal.InlineOnly\public inline fun
Short.takeHighestOneBit(): Short = (toInt() and 0xFFFF).takeHighestOneBit().toShort()\n/*\n * Returns a number
having a single bit set in the position of the least significant set bit of this [Short] number,
 * or zero, if this number is zero.\n */

*\@SinceKotlin("1.3\")@ExperimentalStdlibApi\@kotlin.internal.InlineOnly\public inline fun
Short.takeLowestOneBit(): Short = toInt().takeLowestOneBit().toShort()\n/*\n * Returns a number
having a single bit set in the position of the least significant set bit of this [Short] number,
 * or zero, if this number is zero.\n */

*\@SinceKotlin("1.3\")@ExperimentalStdlibApi\@kotlin.internal.InlineOnly\public inline fun
Short.rotateLeft(bitCount: Int): Short =
    (toInt().shl(bitCount and 15) or (toInt() and 0xFFFF).ushr(16 - (bitCount and 15))).toShort()\n/*\n * Rotates the binary
representation of this [Short] number left by the specified [bitCount] number of bits.\n */

*\@SinceKotlin("1.3\")@ExperimentalStdlibApi\@kotlin.internal.InlineOnly\public inline fun
Short.rotateRight(bitCount: Int): Short =
    (toInt().shl(16 - (bitCount and 15)) or (toInt() and 0xFFFF).ushr(bitCount and 15)).toShort()\n/*\n * Rotates the binary
representation of this [Short] number right by the specified [bitCount] number of bits.\n */
example
* @sample samples.collections.Maps.Instantiation.mapFromPairs

```java
A.to(that: B): Pair<A, B> = Pair(this, that)/*@sample samples.misc.Tuples.pairToList

```/*
* @public fun <T> Pair<T, T>.toList(): List<T> =
*/
public infix fun <A, B>
A.to(that: B): Pair<A, B> = Pair(this, that)

/**
 * Converts this pair into a list.
 * @sample samples.misc.Tuples.pairToList
 */
public fun <T> Pair<T, T>.toList(): List<T> =

/**
 * Represents a triad of values
 * There is no meaning attached to values in this class, it can be used for any purpose.
 * Triple exhibits value semantics, i.e. two triples are equal if all three components are equal.
 * An example of decomposing it into values:
 */
public value first: A
public value second: B
public value third: C

```java
/**
 * Returns string representation of the [Triple] including its [first], [second] and [third] values.
 */
public override fun toString(): String = "($first, $second, $third)"

```/*
 * A range of values of type `UInt`.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public class UIntRange(start: UInt, endInclusive: UInt)
```java
init {
    if (step == 0) throw kotlin.IllegalArgumentException("Step must be non-zero.")
    if (step == Int.MIN_VALUE) throw kotlin.IllegalArgumentException("Step must be greater than Int.MIN_VALUE to avoid overflow on negation.")
}
```
finalElement) { if (!(hasNext)) throw kotlin.NoSuchElementException(); hasNext = false
        return value
    }
}

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 */

// Auto-generated file. DO NOT EDIT!

package
kotlin.collections

/** An iterator over a sequence of values of type `UByte`. */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public abstract class UByteIterator : Iterator<UByte>{
    override final fun next() = nextUByte()

    /** Returns the next value in the sequence without boxing. */
    public abstract fun nextUByte(): UByte
}

/** An iterator over a sequence of values of type `UShort`. */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public abstract class UShortIterator : Iterator<UShort>{
    override final fun next() = nextUShort()

    /** Returns the next value in the sequence without boxing. */
    public abstract fun nextUShort(): UShort
}

/** An iterator over a sequence of values of type `UInt`. */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public abstract class UIntIterator : Iterator<UInt>{
    override final fun next() = nextUInt()

    /** Returns the next value in the sequence without boxing. */
    public abstract fun nextUInt(): UInt
}

/** An iterator over a sequence of values of type `ULong`. */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public abstract class ULongIterator : Iterator<ULong>{
    override final fun next() = nextULong()

    /** Returns the next value in the sequence without boxing. */
    public abstract fun nextULong(): ULong
}

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 * found in the license/LICENSE.txt file.
 */

// Auto-generated file. DO NOT EDIT!

package
kotlin.ranges


import kotlin.internal.*

/**
 * A range of values of type `ULong`. 
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public class ULongRange(start: ULong, endInclusive: ULong) : ULongProgression(start, endInclusive, 1), ClosedRange<ULong> { 
    override val start: ULong get() = first
    override val endInclusive: ULong get() = last

    override fun contains(value: ULong): Boolean = first <= value && value <= last

    override fun isEmpty(): Boolean = if (step > 0) first > last else first < last

    override fun equals(other: Any?): Boolean =
        other is ULongRange && (isEmpty() && other.isEmpty() ||
                first == other.first && last == other.last && override fun hashCode(): Int =
        if (isEmpty()) -1 else (31 * (first xor (first shr 32)).toInt() + (last xor (last shr 32)).toInt())

    override fun toString(): String = if (step > 0) "$first..$last step $step" else "$first downTo $last step ${-step}"

    companion object {
        /**
         * Creates ULongProgression within the specified bounds of a closed range.
         * The progression starts with the [rangeStart] value and goes toward the [rangeEnd] value not excluding it, with
         * the specified [step].
         */
        public fun fromClosedRange(rangeStart: ULong, rangeEnd: ULong, step: Long): ULongProgression = ULongProgression(rangeStart, rangeEnd, step)
    }
}
/**
 * An iterator over a progression of values of type `ULong`.
 * @property step the number by which
 * the value is incremented on each step.
 */

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
private class ULongProgressionIterator(first: ULong, last: ULong, step: Long) : ULongIterator() {
    private val finalElement = last
    private var hasNext: Boolean = if (step > 0) first <= last else first >= last
    private val step = step.toULong() // use 2-complement math for negative steps
    private var next = if (hasNext) first else
    finalElement

    override fun hasNext(): Boolean = hasNext

    override fun nextULong(): ULong {
        val value = next
        if (value == finalElement) {
            if (!hasNext) throw kotlin.NoSuchElementException()
            hasNext = false
        } else {
            next += step
        }
        return value
    }
}

/*
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 */

package kotlin.math

/**
 * Returns the smaller of two values.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun min(a: UInt, b: UInt): UInt {
    return minOf(a, b)
}

/**
 * Returns the smaller of two values.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun min(a: ULong, b: ULong): ULong {
    return minOf(a, b)
}

/**
 * Returns the greater of two values.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun max(a: UInt, b: UInt): UInt {
    return maxOf(a, b)
}

/**
 * Returns the greater of two values.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun max(a: ULong, b: ULong): ULong {
    return maxOf(a, b)
}

/*
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 */

@file:kotlin.jvm.JvmName("UNumbersKt")
package kotlin

/**
 * Counts the number of set bits in the binary representation of this [UInt] number.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UInt.countOneBits(): Int = toInt().countOneBits()

/**
 * Counts the number of consecutive most significant bits that are zero in the binary representation of this [UInt] number.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UInt.countLeadingZeroBits(): Int = toInt().countLeadingZeroBits()

/**
 * Counts the number of consecutive least significant bits that are zero in the binary representation of this [UInt] number.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UInt.countTrailingZeroBits(): Int = toInt().countTrailingZeroBits()

/**
 * Returns a number having a single bit set in the position of the most significant set bit of this [UInt] number,\n * or zero, if this number is zero.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UInt.takeHighestOneBit(): UInt = toInt().takeHighestOneBit().toUInt()

/**
 * Returns a number having a single bit set in the position of the least significant set bit of this [UInt] number,\n * or zero, if this number is zero.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UInt.takeLowestOneBit(): UInt = toInt().takeLowestOneBit().toUInt()

/**
 * Rotates the binary representation of this [UInt] number left by the specified [bitCount] number of bits.
 * The most significant bits pushed out from the left side reenter the number as the least significant bits on the right side.
 * Rotating the number left by a negative bit count is the same as rotating it right by the negated bit count.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UInt.rotateLeft(bitCount: Int): UInt = toInt().rotateLeft(bitCount).toUInt()

/**
 * Rotates the binary representation of this [UInt] number right by the specified [bitCount] number of bits.
 * The least significant bits pushed out from the right side reenter the number as the most significant bits on the left side.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UInt.rotateRight(bitCount: Int): UInt = toInt().rotateRight(bitCount).toUInt()
\`number.rotateRight(-n) == number.rotateLeft(n)\` * Rotating by a multiple of [UInt.SIZE_BITS] (32) returns the same number, or more generally \`\* number.rotateRight(n) == number.rotateRight(n % 32)\`

\*An@SinceKotlin("1.3")\n@ExperimentalStdlibApi\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnl\ny\n\npublic inline fun UInt.rotateRight(bitCount: Int): UInt = toInt().rotateRight(bitCount).toInt()\n
Counts the number of set bits in the binary representation of this [ULong] number.

\*An@SinceKotlin("1.3")\n@ExperimentalStdlibApi\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnl\ny\n\npublic inline fun ULong.countOneBits(): Int = toLong().countOneBits()\n
Counts the number of consecutive most significant bits that are zero in the binary representation of this [ULong] number.

\*An@SinceKotlin("1.3")\n@ExperimentalStdlibApi\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnl\ny\n\npublic inline fun ULong.countLeadingZeroBits(): Int = toLong().countLeadingZeroBits()\n
Counts the number of consecutive least significant bits that are zero in the binary representation of this [ULong] number.

\*An@SinceKotlin("1.3")\n@ExperimentalStdlibApi\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnl\ny\n\npublic inline fun ULong.countTrailingZeroBits(): Int = toLong().countTrailingZeroBits()\n
Counts a number having a single bit set in the position of the most significant set bit of this [ULong] number, \n* or zero, if this number is zero.

\*An@SinceKotlin("1.3")\n@ExperimentalStdlibApi\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnl\ny\n\npublic inline fun ULong.takeHighestOneBit(): ULong = toLong().takeHighestOneBit().toULong()\n
Counts the number of set bits in the binary representation of this [UByte] number.

\*An@SinceKotlin("1.3")\n@ExperimentalStdlibApi\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnl\ny\n\npublic inline fun UByte.countOneBits(): Int = toUInt().countOneBits()\n
Counts the number of consecutive most significant bits that are zero in the binary representation of this [UByte] number.

\*An@SinceKotlin("1.3")\n@ExperimentalStdlibApi\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnl\ny\n\npublic inline fun UByte.countLeadingZeroBits(): Int = toByte().countLeadingZeroBits()\n
Counts the number of consecutive least significant bits that are zero in the binary representation of this [UByte] number.

\*An@SinceKotlin("1.3")\n@ExperimentalStdlibApi\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnl\ny\n\npublic inline fun UByte.countTrailingZeroBits(): Int = toByte().countTrailingZeroBits()\n
Counts a number having a single bit set in the position of the most significant set bit of this [UByte] number, \n* or zero, if this number is zero.

\*An@SinceKotlin("1.3")\n@ExperimentalStdlibApi\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnl\ny\n\npublic inline fun UByte.takeHighestOneBit(): UByte = toInt().takeHighestOneBit().toUByte()\n
Counts the number of set bits in the binary representation of this [ULong] number.

\*An@SinceKotlin("1.3")\n@ExperimentalStdlibApi\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnl\ny\n\npublic inline fun UByte.countLeadingZeroBits(): Int = toByte().countLeadingZeroBits()\n
Counts the number of consecutive least significant bits that are zero in the binary representation of this [UByte] number.

\*An@SinceKotlin("1.3")\n@ExperimentalStdlibApi\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnl\ny\n\npublic inline fun UByte.countTrailingZeroBits(): Int = toByte().countTrailingZeroBits()\n
Counts a number having a single bit set in the position of the most significant set bit of this [UByte] number, \n* or zero, if this number is zero.

\*An@SinceKotlin("1.3")\n@ExperimentalStdlibApi\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnl\ny\n\npublic inline fun UByte.takeHighestOneBit(): UByte = toInt().takeHighestOneBit().toUByte()
a number having a single bit set in the position of the least significant set bit of this [UByte] number,
* or zero, if this number is zero.

*\@SinceKotlin("1.3")\@ExperimentalStdlibApi\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnl
\y\public inline fun UByte.takeLowestOneBit(): UByte = toInt().takeLowestOneBit().toUByte()\n\n\* Rotates the binary representation of this [UByte] number left by the specified [bitCount] number of bits.\n
* The most significant bits pushed out from the left side reenter the number as the least significant bits on the right side.
\n*\@SinceKotlin("1.3")\@ExperimentalStdlibApi\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnl
\y\public inline fun UByte.rotateLeft(bitCount: Int): UByte = toByte().rotateLeft(bitCount).toUByte()
\n\* Rotates the binary representation of this [UByte] number right by the specified [bitCount] number of bits.\n
* The least significant bits pushed out from the right side reenter the number as the most significant bits on the left side.
\n*\@SinceKotlin("1.3")\@ExperimentalStdlibApi\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnl
\y\public inline fun UByte.rotateRight(bitCount: Int): UByte = toByte().rotateRight(bitCount).toUByte()

*\@SinceKotlin("1.3")\@ExperimentalStdlibApi\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnl
\y\public inline fun UShort.countOneBits(): Int = toUInt().countOneBits()

*\@SinceKotlin("1.3")\@ExperimentalStdlibApi\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnl
\y\public inline fun UShort.countLeadingZeroBits(): Int = toShort().countLeadingZeroBits()

*\@SinceKotlin("1.3")\@ExperimentalStdlibApi\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnl
\y\public inline fun UShort.countTrailingZeroBits(): Int = toShort().countTrailingZeroBits()

*\@SinceKotlin("1.3")\@ExperimentalStdlibApi\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnl
\y\public inline fun UShort.takeHighestOneBit(): UShort = toInt().takeHighestOneBit().toUShort()

*\@SinceKotlin("1.3")\@ExperimentalStdlibApi\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnl
\y\public inline fun UShort.takeLowestOneBit(): UShort = toInt().takeLowestOneBit().toUShort()

*\@SinceKotlin("1.3")\@ExperimentalStdlibApi\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnl
\y\public inline fun UShort.rotateLeft(bitCount: Int): UShort = toShort().rotateLeft(bitCount).toUShort()

*\@SinceKotlin("1.3")\@ExperimentalStdlibApi\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnl
\y\public inline fun UShort.rotateRight(bitCount: Int): UShort = toShort().rotateRight(bitCount).toUShort()
public inline fun UShort.rotateRight(bitCount: Int): UShort = toShort().rotateRight(bitCount).toUShort()
[UByte] number and returns the result.\n* @throws NumberFormatException if the string is not a valid representation of a number.\n* @throws IllegalArgumentException when \[radix\] is not a valid radix for string to number conversion.\n* @since Kotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun String.toUByte(radix: Int): UByte = toUByteOrNull(radix) ?: numberFormatException(this).\n* Parses the string as a [UShort] number and returns the result.\n* @throws NumberFormatException if the string is not a valid representation of a number.\n* @since Kotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun String.toUShort(): UShort = toUShortOrNull() ?: numberFormatException(this).\n* Parses the string as a [UShort] number and returns the result.\n* @throws NumberFormatException if the string is not a valid representation of a number.\n* @since Kotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun String.toUInt(): UInt = toUIntOrNull() ?: numberFormatException(this).\n* Parses the string as a [UInt] number and returns the result.\n* @throws NumberFormatException if the string is not a valid representation of a number.\n* @since Kotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun String.toULong(): ULong = toULongOrNull() ?: numberFormatException(this).\n* Parses the string as a [ULong] number and returns the result.\n* @throws NumberFormatException if the string is not a valid representation of a number.\n* @since Kotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun String.toUByteOrNull(): UByte? = toUByteOrNull(radix = 10).\n* Parses the string as an [UByte] number and returns the result.\n* @throws IllegalArgumentException when \[radix\] is not a valid radix for string to number conversion.\n* @since Kotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun String.toUShortOrNull(): UShort? = toUShortOrNull(radix = 10).\n* Parses the string as an [UShort] number and returns the result.\n* @throws IllegalArgumentException when \[radix\] is not a valid radix for string to number conversion.\n* @since Kotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun String.toUIntOrNull(): UInt? = toUIntOrNull(radix = 10).\n* Parses the string as an [UInt] number and returns the result.\n* @throws IllegalArgumentException when \[radix\] is not a valid radix for string to number conversion.\n* @since Kotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun String.toULongOrNull(): ULong? = toULongOrNull(radix = 10).\n* Parses the string as a [ULong] number and returns the result.\n* @throws IllegalArgumentException when \[radix\] is not a valid radix for string to number conversion.\n* @since Kotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun String.toUByteOrNull(radix: Int): UByte? = toUByteOrNull(radix) ?: numberFormatException(this).\n* Parses the string as a [UShort] number and returns the result.\n* @throws NumberFormatException if the string is not a valid representation of a number.\n* @since Kotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun String.toUShortOrNull(radix: Int): UShort? = toUShortOrNull(radix) ?: numberFormatException(this).\n* Parses the string as a [UShort] number and returns the result.\n* @throws NumberFormatException if the string is not a valid representation of a number.\n* @since Kotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun String.toUIntOrNull(radix: Int): UInt? = toUIntOrNull(radix) ?: numberFormatException(this).\n* Parses the string as a [UInt] number and returns the result.\n* @since Kotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun String.toULongOrNull(radix: Int): ULong? = toULongOrNull(radix) ?: numberFormatException(this).\n* Parses the string as a [ULong] number and returns the result.\n
radix.toUInt() \n val result = 0u 
 for (i in start until length) { 
     val digit = digitOf(this[i], radix) 
     if (digit < 0) return null 
     if (result > limitBeforeMul) { 
         limitBeforeMul = limit / uradix 
     } 
     result += digit.toUInt() 
     if (result > limitBeforeMul) { 
         return null 
     } 
 } 
 return result

/**
 * Parses the string as an [ULong] number and returns the result
 * or `null` if the string is not a valid representation of a number.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun String.toULongOrNull(): ULong? = toULongOrNull(radix = 10)

/**
 * Parses the string as an [ULong] number and returns the result
 * or `null` if the string is not a valid representation of a number.
 *
 * @throws [IllegalArgumentException] when [radix] is not a valid radix for string to number conversion.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun String.toULongOrNull(radix: Int): ULong? {
    checkRadix(radix) 
    val length = this.length 
    if (length == 0) return null 
    val limit = ULong.MAX_VALUE 
    val start = 1 
    if (firstChar < '0') {
        if (length == 1 ||
            firstChar != '+') return null 
    } else {
        start = 0 
    } 
    var limitBeforeMul = limit / uradix 
    var result = 0u 
    for (i in start until length) { 
        val digit = digitOf(this[i], radix) 
        if (digit < 0) return null 
        if (result > limitBeforeMul) { 
            limitBeforeMul = limit / uradix 
            if (result > limitBeforeMul) { 
                return null 
            } 
        } 
        result *= uradix 
        if (result > limitBeforeMul) { 
            return null 
        } 
        result += digit.toUInt() 
        if (result < beforeAdding) return null // overflow has happened 
    } 
    return result
}

Emma

Open Source Used In DNAC Platform Frey 2561
`ln(x)` is `\text{NaN}` when \( \text{abs}(x) > 1 \) or \( x \) is `\text{NaN}`

* `\text{atan2}(0.0, 0.0)` is `0.0`
* `atan2(0.0, x)` is `0.0` for `x > 0` and `\text{PI}` for `x < 0`
* `atan2(y, +Inf)` is `0.0` for `0 < y < +Inf` and `-0.0` for `-Inf < y < 0`

* `atan2(y, -Inf)` is `\text{PI}` for `0 < y < +Inf` and `-\text{PI}` for `-Inf < y < 0`
* `atan2(y, 0.0)` is `\text{PI}` for `y > 0` and `-\text{PI}` for `y < 0`

* `atan2(+Inf, x)` is `\text{PI}/2` for finite `x`
* `atan2(\text{NaN}, x)` and `atan2(y, \text{NaN})` is `\text{NaN}`

* `atan2(-0.0, x)` is `-0.0` for `x > 0` and `-\text{PI}` for `x < 0`
* `atan2(-\text{Inf}, y)` is `-\text{PI}/2` for finite `y`
* `atan2(-\text{Inf}, 0.0)` is `-\text{PI}/2` for finite `x`

* `atan2(-\text{Inf}, -\text{Inf})` is `-\text{PI}`
* `atan2(+Inf, -Inf)` is `-\text{PI}/2`
* `atan2(+Inf, +Inf)` is `-\text{PI}/2`
* `atan2(-Inf, +Inf)` is `-\text{PI}/2`
* `atan2(-\text{Inf}, 0.0)` is `-\text{PI}/2`
* `atan2(+\text{Inf}, -\text{Inf})` is `-\text{PI}/2`
* `atan2(+\text{Inf}, +\text{Inf})` is `-\text{PI}/2`

* `atan2(-\text{Inf}, 0.0)` is `-\text{PI}/2`
* `atan2(+\text{Inf}, -\text{Inf})` is `-\text{PI}/2`
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* `atan2(-\text{Inf}, 0.0)` is `-\text{PI}/2`

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* `atan2(+\text{Inf}, -\text{Inf})` is `-\text{PI}/2`
* `atan2(+\text{Inf}, +\text{Inf})` is `-\text{PI}/2`
* `atan2(-\text{Inf}, 0.0)` is `-\text{PI}/2`
ln(x: Double): Double

/**
 * Computes the common logarithm (base 10) of the value \[x\].
 */
public fun log10(x: Double): Double

/**
 * Computes the binary logarithm (base 2) of the value \[x\].
 */
public fun log2(x: Double): Double

/**
 * Computes \(\ln(x + 1)\).
 */
public fun ln1p(x: Double): Double

/**
 * Rounds the given value \[x\] to an integer towards positive infinity.
 */
public fun ceil(x: Double): Double

/**
 * Rounds the given value \[x\] to an integer towards negative infinity.
 */
public fun floor(x: Double): Double

/**
 * Rounds the given value \[x\] to an integer towards zero.
 */
public fun truncate(x: Double): Double

/**
 * Rounds the given value \[x\] towards the closest integer with ties rounded towards even integer.
 */
public fun round(x: Double): Double

/**
 * Returns the absolute value of the given value \[x\].
 */
public fun abs(x: Double): Double

/**
 * Returns the sign of the given value \[x\]:
 *   - `-1.0` if the value is negative,
 *   - zero if the value is zero,
 *   - `1.0` if the value is positive
 */
public fun sign(x: Double): Double

/**
 * Returns the smaller of two values.
 */
public fun min(a: Double, b: Double): Double

/**
 * Returns the greater of two values.
 */
public fun max(a: Double, b: Double): Double
nearest to this value in direction from this value towards the value [to].\n
* Special cases:\n
* - `x.nextTowards(y)` is `NaN` if either `x` or `y` are `NaN`
  * - `x.nextTowards(x)` is `x`

@SinceKotlin("1.2")\npublic expect fun Double.nextTowards(to: Double): Double

*/
@SinceKotlin("1.2")
public expect fun Double.roundToLong(): Long

/**
 * Rounds to the nearest integer and converts the result to [Int].
 * Ties are rounded towards positive infinity.\n
* Special cases:\n
* - `x.roundToInt()` is `Int.MAX_VALUE` when `x > Int.MAX_VALUE`
  * - `x.roundToInt()` is `Int.MIN_VALUE` when `x < Int.MIN_VALUE`
* @throws IllegalArgumentException when this value is `NaN`

@SinceKotlin("1.2")
public expect fun Double.roundToLong(): Long

// endregion


// region ================ Float Math

/** Computes the sine of the angle [x] given in radians.\n
* Special cases:\n
* - `sin(NaN+Inf-Inf)` is `NaN`
* @SinceKotlin("1.2")\npublic expect fun sin(x: Float): Float

/** Computes the cosine of the angle [x] given in radians.\n
* Special cases:\n
* - `cos(NaN+Inf-Inf)` is `NaN`
* @SinceKotlin("1.2")\npublic expect fun cos(x: Float): Float

/** Computes the tangent of the angle [x] given in radians.\n
* Special cases:\n
* - `tan(NaN+Inf-Inf)` is `NaN`
* @SinceKotlin("1.2")\npublic expect fun tan(x: Float): Float

*/
@SinceKotlin("1.2")
public expect fun asin(x: Float): Float

/** Computes the arc cosine of the value [x]; the returned value is an angle in the range from `0.0` to `PI` radians.\n
* Special cases:\n
* - `acos(x)` is `NaN`, when `abs(x) > 1` or `x` is `NaN`
* @SinceKotlin("1.2")\npublic expect fun acos(x: Float): Float

/** Computes the arc cosine of the value of the function `atan2(y, x)` for finite `x` and `y`.

* Special cases:\n
* - `atan2(0.0, x)` is 0.0 for `x > 0` and `PI` for `x < 0`
* @SinceKotlin("1.2")\npublic expect fun atan2(y: Float, x: Float): Float

/** Computes the arc hyperbolic cosine of the value [x]; the returned value is an angle in the range from `-1.0` to `+1.0`.\n
* Special cases:\n
* - `acosh(x)` is `NaN`, when `x < 1`
* @SinceKotlin("1.2")\npublic expect fun acosh(x: Float): Float

/** Computes the arc hyperbolic tangent of the value of the function `asinh(x)` for finite `x`.

* Special cases:\n
* - `asinh(x)` is `NaN`, when `x` is `NaN`
* @SinceKotlin("1.2")\npublic expect fun asinh(x: Float): Float

/** Computes the arc hyperbolic tangent of the value [x]; the returned value is an angle in the range from `-1.0` to `+1.0`.\n
* Special cases:\n
* - `atanh(x)` is `NaN`, when `x` is `NaN`
* @SinceKotlin("1.2")\npublic expect fun atanh(x: Float): Float

/** Computes the square root of the sum of squares of the values [x] and [y].\n
* Special cases:\n
* - `sqrt(NaN)` is `NaN`
* @SinceKotlin("1.2")\npublic expect fun sqrt(x: Float): Float

// endregion


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y^2) without intermediate overflow or underflow.

- Special cases:
  - Returns ‘+Inf’ if any of arguments is ‘NaN’ and the other is not infinite

- Computes the positive square root of the value [x].

- Computes Euler’s number ‘e’ raised to the power of the value [x].

- This function can be implemented to produce more precise result for [x] near zero.

- See also log functions for common fixed bases: [ln], [log10] and [log2].

- Computes the natural logarithm (base ‘E’) of the value [x].

- Computes the common logarithm (base 10) of the value [x].

- Computes the binary logarithm (base 2) of the value [x].

- Computes the square root of the value [x].

- Computes the absolute value of the given value [x].

- Computes the sign of the given value [x].

- Returns the smaller of two values.

- Returns the greater of two values.

- Returns the absolute value of the given value [x].

- Returns the smallest Float value that is greater than or equal to the given value [x] and is a mathematical integer.

- Returns the largest Float value that is smaller than or equal to the given value [x] and is a mathematical integer.

- Returns the value [x] having its fractional part truncated.

- Returns the closest integer with ties rounded towards even integer.

- Returns the smallest Float value that is greater than or equal to the given value [x] and is a mathematical integer.

- Returns the largest Float value that is smaller than or equal to the given value [x] and is a mathematical integer.

- Returns the sign of the given value [x].

- Returns the smaller of two values.

- Returns the greater of two values.

- Returns the absolute value of the given value [x].

- Returns the largest Float value that is smaller than or equal to the given value [x] and is a mathematical integer.

- Returns the smallest Float value that is greater than or equal to the given value [x] and is a mathematical integer.

- Returns the largest Float value that is smaller than or equal to the given value [x] and is a mathematical integer.

- Returns the absolute value of the given value [x].

- Returns the largest Float value that is smaller than or equal to the given value [x] and is a mathematical integer.

- Returns the smallest Float value that is greater than or equal to the given value [x] and is a mathematical integer.

- Returns the largest Float value that is smaller than or equal to the given value [x] and is a mathematical integer.

- Returns the absolute value of the given value [x].

- Returns the largest Float value that is smaller than or equal to the given value [x] and is a mathematical integer.

- Returns the smallest Float value that is greater than or equal to the given value [x] and is a mathematical integer.

- Returns the largest Float value that is smaller than or equal to the given value [x] and is a mathematical integer.

- Returns the absolute value of the given value [x].

- Returns the largest Float value that is smaller than or equal to the given value [x] and is a mathematical integer.

- Returns the smallest Float value that is greater than or equal to the given value [x] and is a mathematical integer.

- Returns the largest Float value that is smaller than or equal to the given value [x] and is a mathematical integer.

- Returns the absolute value of the given value [x].

- Returns the largest Float value that is smaller than or equal to the given value [x] and is a mathematical integer.

- Returns the smallest Float value that is greater than or equal to the given value [x] and is a mathematical integer.

- Returns the largest Float value that is smaller than or equal to the given value [x] and is a mathematical integer.

- Returns the absolute value of the given value [x].

- Returns the largest Float value that is smaller than or equal to the given value [x] and is a mathematical integer.

- Returns the smallest Float value that is greater than or equal to the given value [x] and is a mathematical integer.

- Returns the largest Float value that is smaller than or equal to the given value [x] and is a mathematical integer.

- Returns the absolute value of the given value [x].

- Returns the largest Float value that is smaller than or equal to the given value [x] and is a mathematical integer.

- Returns the smallest Float value that is greater than or equal to the given value [x] and is a mathematical integer.

- Returns the largest Float value that is smaller than or equal to the given value [x] and is a mathematical integer.

- Returns the absolute value of the given value [x].

- Returns the largest Float value that is smaller than or equal to the given value [x] and is a mathematical integer.

- Returns the smallest Float value that is greater than or equal to the given value [x] and is a mathematical integer.

- Returns the largest Float value that is smaller than or equal to the given value [x] and is a mathematical integer.

- Returns the absolute value of the given value [x].

- Returns the largest Float value that is smaller than or equal to the given value [x] and is a mathematical integer.

- Returns the smallest Float value that is greater than or equal to the given value [x] and is a mathematical integer.

- Returns the largest Float value that is smaller than or equal to the given value [x] and is a mathematical integer.

- Returns the absolute value of the given value [x].

- Returns the largest Float value that is smaller than or equal to the given value [x] and is a mathematical integer.

- Returns the smallest Float value that is greater than or equal to the given value [x] and is a mathematical integer.

- Returns the largest Float value that is smaller than or equal to the given value [x] and is a mathematical integer.

- Returns the absolute value of the given value [x].

- Returns the largest Float value that is smaller than or equal to the given value [x] and is a mathematical integer.

- Returns the smallest Float value that is greater than or equal to the given value [x] and is a mathematical integer.

- Returns the largest Float value that is smaller than or equal to the given value [x] and is a mathematical integer.

- Returns the absolute value of the given value [x].

- Returns the smallest Float value that is greater than or equal to the given value [x] and is a mathematical integer.

- Returns the largest Float value that is smaller than or equal to the given value [x] and is a mathematical integer.

- Returns the absolute value of the given value [x].

- Returns the smallest Float value that is greater than or equal to the given value [x] and is a mathematical integer.

- Returns the largest Float value that is smaller than or equal to the given value [x] and is a mathematical integer.

- Returns the absolute value of the given value [x].
this value to the integer power \([n]\).\n
\[*\text{@SinceKotlin("1.2")}\] \[\text{public expect fun Float.pow(n: Int): Float} *\n
\[*\text{returns the absolute value of this value.} * \text{Special cases:} * \text{NaN.absoluteValue} \text{is NaN.} * \text{@see abs function} *\n
\[*\text{@SinceKotlin("1.2")}\] \[\text{public expect fun Float.absoluteValue: Float} *\n
\[*\text{returns this value with the sign bit same as of the [sign] value.} * \text{If [sign] is NaN the sign of the result is undefined.} * \text{@SinceKotlin("1.2")}\] \[\text{public expect fun Float.withSign(sign: Float): Float} *\n
\[*\text{returns this value with the sign bit same as of the [sign] value.} * \text{@SinceKotlin("1.2")}\] \[\text{public expect fun Float.roundToInt(): Int} *\n
\[*\text{returns this [Float] value to the nearest integer and converts the result to} * \text{[Int].} * \text{Ties are rounded towards positive infinity.} * \text{Special cases:} * \text{`x.roundToInt() == Int.MAX_VALUE` when `x > Int.MAX_VALUE`} * \text{`x.roundToInt() == Int.MIN_VALUE` when `x < Int.MIN_VALUE`} * \text{@throws IllegalArgumentException when this value is NaN.} * \text{@SinceKotlin("1.2")}\] \[\text{public expect fun Float.roundToLong(): Long} *\n
\[*\text{returns the absolute value of the given value [n].} * \text{Special cases:} * \text{`abs(Int.MIN_VALUE)` is Int.MIN_VALUE due to an overflow} *\n
\[*\text{@SinceKotlin("1.2")}\] \[\text{public expect fun abs(n: Int): Int} *\n
\[*\text{returns the smaller of two values.} * \text{Special cases:} * \text{`Int.MIN_VALUE` due to an overflow} *\n
\[*\text{@SinceKotlin("1.2")}\] \[\text{public expect fun min(a: Int, b: Int): Int} *\n
\[*\text{returns the greater of two values.} * \text{Special cases:} * \text{`Int.MIN_VALUE` due to an overflow} *\n
\[*\text{@SinceKotlin("1.2")}\] \[\text{public expect fun max(a: Int, b: Int): Int} *\n
\[*\text{@see abs function} * \text{@SinceKotlin("1.2")}\] \[\text{public expect val Float.sign: Float} *\n
\[*\text{returns the sign of this value:} * \text{-1 if the value is negative,} * \text{0 if the value is zero,} * \text{1 if the value is positive} * \text{@SinceKotlin("1.2")}\] \[\text{public expect fun Long.sign: Int} *\n
\[*\text{returns} * \text{the absolute value of the given value [n].} * \text{Special cases:} * \text{`abs(Long.MIN_VALUE)` is Long.MIN_VALUE} * \text{due to an overflow} *\n
\[*\text{@see abs function} * \text{@SinceKotlin("1.2")}\] \[\text{public expect fun abs(n: Long): Long} *\n
\[*\text{returns the smaller of two values.} * \text{Special cases:} * \text{`Long.MIN_VALUE` due to an overflow} *\n
\[*\text{@see abs function} * \text{@SinceKotlin("1.2")}\] \[\text{public expect fun min(a: Long, b: Long): Long} *\n
\[*\text{returns the greater of two values.} * \text{Special cases:} * \text{`Long.MIN_VALUE` due to an overflow} *\n
\[*\text{@see abs function} * \text{@SinceKotlin("1.2")}\] \[\text{public expect val Long.absoluteValue: Long} *\n
\[*\text{returns the sign of this value:} * \text{-1 if the value is negative,} * \text{0 if the value is zero,} * \text{1 if the value is positive} * \text{@SinceKotlin("1.2")}\] \[\text{public expect val Long.sign: Int} *\n
\[*\text{returns this [Long] value to the nearest integer and converts the result to} * \text{[Int].} * \text{Ties are rounded towards positive infinity.} * \text{Special cases:} * \text{`x.roundToLong() == Long.MAX_VALUE` when `x > Long.MAX_VALUE`} * \text{`x.roundToLong() == Long.MIN_VALUE` when `x < Long.MIN_VALUE`} * \text{@throws IllegalArgumentExce...
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B,EawkB,Pb,sBaxkPIB,WaBkP2B,IaxkP3B,CAAJ,C,YAA2C,sBAwkPZ,IAxkPY,C;;QA9F/C,OAgGO,W;O;KAt
GX,C;kGASA,yB,MAAA,+d;MAAA,uC;QAMW,kBAgkB,gb,QAqwPV,gB,QADCd,YAAY,C,QACZ,d;UAaA,w
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P,AuCAwM,kBAgkB,BgBQAqyPV,gB,QADCd,YAAY,C,QACZ,d;UAaA,WAAb,e;UAilPI,IAVGlC,SAAGC,E
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Open Source Used In DNAC Platform Frey  2607

MACpC, OAAO, W; KgFAGX, yC; MAKoB, Q; MADhB, kBAAkB, O; MACIB, w BAAgB, SAAhB, gB; QAAgB, cAAA, SAAhB, M; QAAkB, cAc, UAAU, WA AV, EAAuB, OAAvB, C.; MACpC, OAAO, W; KgFAGX, yC; MAKoB, Q; MADhB, kBAAkB, O; MACIB, w BAAgB, SAAhB, gB; QAAgB, cAAA, SAAhB, M; QAAkB, cAc, UAAU, WA AV, EAAuB, OAAvB, C.; MACpC, OAAO, W; KgFAGX, yC; MAKoB, Q; MADhB, kBAAkB, O; MACIB, w BAAgB, SAAhB, gB; QAAgB, cAAA, SAAhB, M; QAAkB, cAc, UAAU, WA AV, EAAuB, OAAvB, C.;
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AClB,EAAE,gBAAF,IAAsB,c;MACtB,EAAE,eAAF,IAAqB,a;MACrB,EAAE,iBAAF,IAAuB,e;MACvB,EAAE,o
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kC;QAAA,qBAA+B,K;MAAO,oB;QAAA,OAAgB,I;MAAM,sB;QAAA,SAAe,C;MAAG,uB;QAAA,UAAoB,K;M
AAO,0B;QAAA,aAAuB,K;MAAO,wB;QAAA,WAAqB,K;MACjtB,QAAQ,E;MACR,EAAE,KAAF,IAAW,G;MA
CX,EAAE,MAAF,IAAY,I;MACZ,EAAE,UAAF,IAAgB,Q;MAChB,EAAE,QAAF,IAAc,M;MACd,EAAE,SAAF,I
AAe,O;MACf,EAAE,UAAF,IAAgB,Q;MAChB,EAAE,QAAF,IAAc,M;MACd,EAAE,SAAF,IAAe,O;MACf,EAAE,
kBAAF,IAAwB,gB;MACxB,EAAE,kBAAF,IAAwB,gB;MACxB,EAAE,YA
AF,IAAkB,U;MAClB,EAAE,gBAAF,IAAsB,c;MACtB,EAAE,eAAF,IAAqB,a;MACrB,EAAE,iBAAF,IAAuB,e;M
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AZ,C;K;wEAEvE,2B;MAC6F,iBAAY,IAAZ,C;K;wEAqN7F,4B;MACyE,iBAAY,KAAZ,C;K;wEAEzE,oC;MAC2
F,UAAY,KAAZ,IAAqB,M;K;+FAuehH,wD;MACmC,6B;QAAA,gBAA8B,I;MAAM,uB;QAAA,UAAoB,K;MAA
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AAE,SAAF,IAAe,O;MACf,EAAE,YAAF,IAAkB,U;MAClB,EAAE,UAAF,IAAgB,Q;MAChB,OAAO,C;K;uGA
uIX,mB;MACuC,uB;QAAA,UAAoB,K;MACvD,QAAQ,E;MACR,EAAE,SAAF,IAAe,O;MACf,OAAO,C;K;+HA
yCX,iB;MACmD,qB;QAAA,QAAkB,I;MACjE,QAAQ,E;MACR,EAAE,OAAF,IAAa,K;MACb,OAAO,C;K;+FA0
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- QAEf, IAIAI, cAAO, IAAX, C; UACLcIAAc, WAAAd, UAAYB, IAABZ, B; YACIcAc, mAABY, KAABZ, C; YAGd, IAIB sE, CAUu, wBAI8E, 0EAIaBkE, CAtBH, Fc; cACl, mAABY, gBAAz, EAAY, wBAAZ, YAABy B, C; eAEBz, WAAW, I;
- UAGP, OAABz, kBAAB, EAAK, IAIAE, EAOW, OAAx, EAAoB, IAABp, B, C; UAEG, oB; UAABu, SAABZ, kBAAB, O; UA ArrC, uD; YACLgBAAc, mAABY, OAAZ, C; YACd, mAABY, OAAZ, IAAbq B, l; YAGBr, IAIBsE, CAAUw, wBAA+B, IE1Fk FAhBlkE, CAtBH, Fc; cACl, mAABY, gBAAz, EAAY, wBAAZ, YAABy B, C; eAEBz, WAAW, I;
- UAGBn, UAAu, mAABY, OAAZ, C; YACd, mAABY, OAAZ, IAAbq B, l; YAGBr, IAIBsE, CAAUw, wBAA+B, IE1Fk FAhBlkE, CAtBH, Fc; cACl, mAABY, gBAAz, EAAY, wBAAZ, YAABy B, C; eAEBz, WAAW, I;
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  jar/com/mongodb/DBCollectionObjectFactory.java
* /opt/cola/permits/1136703674_1613864182.72/0/mongodb-driver-3-0-4-sources-1-jar/com/mongodb/DB.java
* /opt/cola/permits/1136703674_1613864182.72/0/mongodb-driver-3-0-4-sources-1-
  jar/com/mongodb/DBObjectCodec.java

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jar/com/mongodb/ListDatabasesIterableImpl.java
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jar/com/mongodb/client/ListDatabasesIterable.java
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The following artifacts are EPL.
* org.eclipse.jetty.orbit:org.eclipse.jdt.core

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

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

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Oracle

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

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

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Oracle OpenJDK

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

* java.sun.security.ssl

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

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OW2

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

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

The following artifacts are ASL2 licensed.

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

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MortBay

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

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

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

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Mortbay

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

org.eclipse.jetty.toolchain:jetty-schemas

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Assorted

The UnixCrypt.java code implements the one way cryptography used by Unix systems for simple password protection. Copyright 1996 Aki Yoshida, modified April 2001 by Iris Van den Broeke, Daniel Deville.
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1.1205 eslint-import-resolver-node 0.3.4 0.3.4

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1.1206 eslint-visitor-keys 1.3.0 1.3.0

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1.1212 javax-el-api 2.2.4

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jar/javassist/bytecode/annotation/ArrayMemberValue.java
*/opt/cola/permits/1110923499_1606873622.06/0/javassist-3-18-2-ga-sources-5-
jar/javassist/bytecode/annotation/DoubleMemberValue.java
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* /opt/cola/permits/1110923499_1606873622.06/0/javassist-3-18-2-ga-sources-5-jar/javassist/bytecode/annotation/CharMemberValue.java
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* /opt/cola/permits/1110923499_1606873622.06/0/javassist-3-18-2-ga-sources-5-jar/javassist/bytecode/annotation/ByteMemberValue.java
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* /opt/cola/permits/1110923499_1606873622.06/0/javassist-3-18-2-ga-sources-5-jar/javassist/compiler/Lex.java
* /opt/cola/permits/1110923499_1606873622.06/0/javassist-3-18-2-ga-sources-5-jar/javassist/CannotCompileException.java
* /opt/cola/permits/1110923499_1606873622.06/0/javassist-3-18-2-ga-sources-5-jar/javassist/bytecode/MethodInfo.java
* /opt/cola/permits/1110923499_1606873622.06/0/javassist-3-18-2-ga-sources-5-jar/javassist/expr/ExprEditor.java
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* /opt/cola/permits/1110923499_1606873622.06/0/javassist-3-18-2-ga-sources-5-jar/javassist/bytecode/DuplicateMemberException.java
* /opt/cola/permits/1110923499_1606873622.06/0/javassist-3-18-2-ga-sources-5-jar/javassist/compiler/ast/IntConst.java
* /opt/cola/permits/1110923499_1606873622.06/0/javassist-3-18-2-ga-sources-5-jar/javassist/convert/NewExpr.java
* /opt/cola/permits/1110923499_1606873622.06/0/javassist-3-18-2-ga-sources-5-jar/javassist/convert/Transformer.java
* /opt/cola/permits/1110923499_1606873622.06/0/javassist-3-18-2-ga-sources-5-jar/javassist/bytecode/InstructionPrinter.java
* /opt/cola/permits/1110923499_1606873622.06/0/javassist-3-18-2-ga-sources-5-jar/javassist/bytecode/AccessFlag.java
* /opt/cola/permits/1110923499_1606873622.06/0/javassist-3-18-2-ga-sources-5-jar/javassist/expr/NewExpr.java
* /opt/cola/permits/1110923499_1606873622.06/0/javassist-3-18-2-ga-sources-5-jar/javassist/convert/TransformAccessArrayField.java
* /opt/cola/permits/1110923499_1606873622.06/0/javassist-3-18-2-ga-sources-5-jar/javassist/scopedpool/SoftValueHashMap.java
* /opt/cola/permits/1110923499_1606873622.06/0/javassist-3-18-2-ga-sources-5-jar/javassist/compiler/ast/Symbol.java
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* /opt/cola/permits/1110923499_1606873622.06/0/javassist-3-18-2-ga-sources-5-jar/javassist/bytecode/annotation/NoSuchClassError.java
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* /opt/cola/permits/1110923499_1606873622.06/0/javassist-3-18-2-ga-sources-5-jar/javassist/bytecode/stackmap/MapMaker.java
* /opt/cola/permits/1110923499_1606873622.06/0/javassist-3-18-2-ga-sources-5-jar/javassist/CtNewNestedClass.java
* /opt/cola/permits/1110923499_1606873622.06/0/javassist-3-18-2-ga-sources-5-jar/javassist/compiler/Javac.java
1.1218 readable-stream 1.0.34 1.0.34

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1.1249 json-parse-better-errors 1.0.2 1.0.2

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1.1250 async-foreach 0.1.3 0.1.3

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1.1253 minimalistic-assert 1.0.1 1.0.1

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1.1254 dicer 0.2.5 0.2.5

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1.1255 stream-browserify 2.0.2 2.0.2

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1.1261 babel-helper-get-function-arity 6.24.1

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1.1262 nodelib-fs-stat 1.1.3 1.1.3

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1.1265 which-boxed-primitive 1.0.2 1.0.2

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1.1266 intl-messageformat 2.2.0 2.2.0

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1.1268 brace 0.11.1 0.11.1

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1.1269 caseless 0.12.0 0.12.0

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  jar/com/mongodb/connection/DefaultAuthenticator.java
* /opt/cola/permits/1143299114_1615574549.84/0/mongo-java-driver-3-0-4-sources-2-
  jar/com/mongodb/MongoNotPrimaryException.java
* /opt/cola/permits/1143299114_1615574549.84/0/mongo-java-driver-3-0-4-sources-2-
  jar/com/mongodb/MongoWriteException.java
* /opt/cola/permits/1143299114_1615574549.84/0/mongo-java-driver-3-0-4-sources-2-jar/com/mongodb/Tag.java
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* /opt/cola/permits/1143299114_1615574549.84/0/mongo-java-driver-3-0-4-sources-2-jar/com/mongodb/MongoNodeIsRecoveringException.java
* /opt/cola/permits/1143299114_1615574549.84/0/mongo-java-driver-3-0-4-sources-2-jar/com/mongodb/MongoWriteConcernException.java
* /opt/cola/permits/1143299114_1615574549.84/0/mongo-java-driver-3-0-4-sources-2-jar/com/mongodb/CursorType.java
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* /opt/cola/permits/1143299114_1615574549.84/0/mongo-java-driver-3-0-4-sources-2-jar/com/mongodb/connection/AsyncConnection.java
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 */

/*
 * Returns an array containing all of the elements in this deque, in
 * proper sequence (from first to last element).
 *
 * <p>The returned array will be "safe" in that no references to it are
 * maintained by this deque. (In other words, this method must allocate
 * a new array). The caller is thus free to modify the returned array.
 *
 * <p>This method acts as bridge between array-based and collection-based
 * APIs.
 *
 * @return an array containing all of the elements in this deque
 */

Found in path(s):
*/

* /opt/cola/permits/1143299114_1615574549.84/0/mongo-java-driver-3-0-4-sources-2-jar/com/mongodb/connection/Connection.java

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* /opt/cola/permits/1143299114_1615574549.84/0/mongo-java-driver-3-0-4-sources-2-jar/com/mongodb/connection/DescriptionHelper.java
* /opt/cola/permits/1143299114_1615574549.84/0/mongo-java-driver-3-0-4-sources-2-jar/com/mongodb/DBObjectCodec.java
* /opt/cola/permits/1143299114_1615574549.84/0/mongo-java-driver-3-0-4-sources-2-jar/org/bson/codecs/ValueCodecProvider.java
* /opt/cola/permits/1143299114_1615574549.84/0/mongo-java-driver-3-0-4-sources-2-jar/com/mongodb/DBCollectionObjectFactory.java
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* /opt/cola/permits/1143299114_1615574549.84/0/mongo-java-driver-3-0-4-sources-2-jar/org/bson/codecs/BsonValueCodec.java
* /opt/cola/permits/1143299114_1615574549.84/0/mongo-java-driver-3-0-4-sources-2-jar/org/bson/codecs/configuration/CodecCache.java
* /opt/cola/permits/1143299114_1615574549.84/0/mongo-java-driver-3-0-4-sources-2-jar/com/mongodb/client/package-info.java
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* /opt/cola/permits/1143299114_1615574549.84/0/mongo-java-driver-3-0-4-sources-2-jar/org/bson/codecs/configuration/MapOfCodecsProvider.java
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* /opt/cola/permits/1143299114_1615574549.84/0/mongo-java-driver-3-0-4-sources-2-jar/com/mongodb/Annotations/NotThreadSafe.java
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// make a special exception for a command with only a single item added to it. It's allowed to exceed maximum
document size so that

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jar/org/bson/codecs/AtomicLongCodec.java
* /opt/cola/permits/1143299114_1615574549.84/0/mongo-java-driver-3-0-4-sources-2-
jar/org/bson/codecs/AtomicBooleanCodec.java
* /opt/cola/permits/1143299114_1615574549.84/0/mongo-java-driver-3-0-4-sources-2-
jar/com/mongodb/ListIndexesIterableImpl.java
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jar/com/mongodb/client/ListIndexesIterable.java
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jar/com/mongodb/ListDatabasesIterableImpl.java
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* /opt/cola/permits/1143299114_1615574549.84/0/mongo-java-driver-3-0-4-sources-2-jar/com/mongodb/MongoCollectionImpl.java
* /opt/cola/permits/1143299114_1615574549.84/0/mongo-java-driver-3-0-4-sources-2-jar/com/mongodb/ErrorCategory.java
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* /opt/cola/permits/1143299114_1615574549.84/0/mongo-java-driver-3-0-4-sources-2-jar/com/mongodb/client/model/Projections.java
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* /opt/cola/permits/1143299114_1615574549.84/0/mongo-java-driver-3-0-4-sources-2-jar/org/bson/BsonDocumentReader.java
* /opt/cola/permits/1143299114_1615574549.84/0/mongo-java-driver-3-0-4-sources-2-jar/org/bson/codecs/UuidCodecHelper.java
* /opt/cola/permits/1143299114_1615574549.84/0/mongo-java-driver-3-0-4-sources-2-jar/org/bson/UuidRepresentation.java
* /opt/cola/permits/1143299114_1615574549.84/0/mongo-java-driver-3-0-4-sources-2-jar/com/mongodb/client/model/DeleteOneModel.java
* /opt/cola/permits/1143299114_1615574549.84/0/mongo-java-driver-3-0-4-sources-2-jar/org/bson/BsonUndefined.java
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* /opt/cola/permits/1143299114_1615574549.84/0/mongo-java-driver-3-0-4-sources-2-jar/org/bson/util/AbstractCopyOnWriteMap.java

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* /opt/cola/permits/1143299114_1615574549.84/0/mongo-java-driver-3-0-4-sources-2-
  jar/org/bson/BsonBinarySubType.java
* /opt/cola/permits/1143299114_1615574549.84/0/mongo-java-driver-3-0-4-sources-2-
  jar/com/mongodb/connection/GetMoreProtocol.java
* /opt/cola/permits/1143299114_1615574549.84/0/mongo-java-driver-3-0-4-sources-2-
  jar/com/mongodb/gridfs/GridFS.java
* /opt/cola/permits/1143299114_1615574549.84/0/mongo-java-driver-3-0-4-sources-2-
  jar/org/bson/DateTime.java
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  jar/com/mongodb/connection/DefaultClusterableServerFactory.java
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  jar/com/mongodb/connection/ServerId.java
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* /opt/cola/permits/1143299114_1615574549.84/0/mongo-java-driver-3-0-4-sources-2-
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* /opt/cola/permits/1143299114_1615574549.84/0/mongo-java-driver-3-0-4-sources-2.jar/com/mongodb/connection/DeleteCommandMessage.java
* /opt/cola/permits/1143299114_1615574549.84/0/mongo-java-driver-3-0-4-sources-2.jar/com/mongodb/MongoCredential.java
* /opt/cola/permits/1143299114_1615574549.84/0/mongo-java-driver-3-0-4-sources-2.jar/com/mongodb/operation/AggregateOperation.java
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jar/org/bson/codecs/configuration/CodecRegistry.java
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jar/com/mongodb/internal/connection/PowerOfTwoBufferPool.java
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* /opt/cola/permits/1143299114_1615574549.84/0/mongo-java-driver-3-0-4-sources-2-
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jar/com/mongodb/connection/InternalConnection.java
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jar/com/mongodb/util/Util.java
* /opt/cola/permits/1143299114_1615574549.84/0/mongo-java-driver-3-0-4-sources-2-
jar/com/mongodb/operation/InsertOperation.java
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* /opt/cola/permits/1143299114_1615574549.84/0/mongo-java-driver-3-0-4-sources-2-jar/com/mongodb/Mongo.SocketException.java
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*/opt/ws_local/PERMITS_SQL/1065171190_1593486559.87/0/mongo-java-driver-3-12-4-sources-jar/org/bson/codecs/pojo/IdPropertyModelHolder.java
*/opt/ws_local/PERMITS_SQL/1065171190_1593486559.87/0/mongo-java-driver-3-12-4-sources-jar/org/bson/codecs/pojo/IdGenerator.java
*/opt/ws_local/PERMITS_SQL/1065171190_1593486559.87/0/mongo-java-driver-3-12-4-sources-jar/org/bson/codecs/pojo/ConcurrencyObjectIdGeneratorsImpl.java
*/opt/ws_local/PERMITS_SQL/1065171190_1593486559.87/0/mongo-java-driver-3-12-4-sources-jar/org/bson/codecs/pojo/IdGenerators.java
*/opt/ws_local/PERMITS_SQL/1065171190_1593486559.87/0/mongo-java-driver-3-12-4-sources-jar/com/mongodb/client/model/AggregationLevel.java
*/opt/ws_local/PERMITS_SQL/1065171190_1593486559.87/0/mongo-java-driver-3-12-4-sources-jar/org/bson/codecs/BsonCodecProvider.java
*/opt/ws_local/PERMITS_SQL/1065171190_1593486559.87/0/mongo-java-driver-3-12-4-sources-jar/org/bson/codecs/BsonCodec.java

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* /opt/ws_local/PERMITS_SQL/1065171190_1593486559.87/0/mongo-java-driver-3-12-4-sources-jar/org/bson/codecs/jsr310/Jsr310CodecProvider.java
* /opt/ws_local/PERMITS_SQL/1065171190_1593486559.87/0/mongo-java-driver-3-12-4-sources-jar/org/bson/codecs/jsr310/LocalDateTimeCodec.java
* /opt/ws_local/PERMITS_SQL/1065171190_1593486559.87/0/mongo-java-driver-3-12-4-sources-jar/org/bson/codecs/jsr310/LocalDateCodec.java
* /opt/ws_local/PERMITS_SQL/1065171190_1593486559.87/0/mongo-java-driver-3-12-4-sources-jar/org/bson/codecs/jsr310/LocalTimeCodec.java

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/**
 * Returns an array containing all of the elements in this deque, in
 * proper sequence (from first to last element).
 *
 * <p>The returned array will be "safe" in that no references to it are
 * maintained by this deque. (In other words, this method must allocate
 * a new array). The caller is thus free to modify the returned array.
 */
* <p>This method acts as bridge between array-based and collection-based APIs.

* @return an array containing all of the elements in this deque
*/

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* /opt/ws_local/PERMITS_SQL/1065171190_1593486559.87/0/mongo-java-driver-3-12-4-sources-jar/com/mongodb/internal/connection/ConcurrentLinkedDeque.java

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* https://github.com/marianobarrios/tls-channel
*/

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* /opt/ws_local/PERMITS_SQL/1065171190_1593486559.87/0/mongo-java-driver-3-12-4-sources-jar/com/mongodb/internal/connection/tlschannel/TlsChannelBuilder.java
* /opt/ws_local/PERMITS_SQL/1065171190_1593486559.87/0/mongo-java-driver-3-12-4-sources-jar/com/mongodb/internal/connection/tlschannel/async/AsynchronousTlsChannelGroup.java
* /opt/ws_local/PERMITS_SQL/1065171190_1593486559.87/0/mongo-java-driver-3-12-4-sources-jar/com/mongodb/internal/connection/tlschannel/impl/BufferHolder.java
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* /opt/ws_local/PERMITS_SQL/1065171190_1593486559.87/0/mongo-java-driver-3-12-4-sources-jar/com/mongodb/internal/connection/tlschannel/impl/ByteBufferSet.java
* /opt/ws_local/PERMITS_SQL/1065171190_1593486559.87/0/mongo-java-driver-3-12-4-sources-jar/com/mongodb/internal/connection/tlschannel/TlsChannelFlowControlException.java
* /opt/ws_local/PERMITS_SQL/1065171190_1593486559.87/0/mongo-java-driver-3-12-4-sources-jar/com/mongodb/internal/connection/tlschannel/impl/ByteBufferUtil.java
* /opt/ws_local/PERMITS_SQL/1065171190_1593486559.87/0/mongo-java-driver-3-12-4-sources-jar/com/mongodb/internal/connection/tlschannel/TrackingAllocator.java
* /opt/ws_local/PERMITS_SQL/1065171190_1593486559.87/0/mongo-java-driver-3-12-4-sources-jar/com/mongodb/internal/connection/tlschannel/impl/TlsChannelImpl.java
* /opt/ws_local/PERMITS_SQL/1065171190_1593486559.87/0/mongo-java-driver-3-12-4-sources-jar/com/mongodb/internal/connection/tlschannel/utils/TlsChannelCallbackException.java
* /opt/ws_local/PERMITS_SQL/1065171190_1593486559.87/0/mongo-java-driver-3-12-4-sources-jar/com/mongodb/internal/connection/tlschannel/ClientTlsChannel.java
* /opt/ws_local/PERMITS_SQL/1065171190_1593486559.87/0/mongo-java-driver-3-12-4-sources-jar/com/mongodb/internal/connection/tlschannel/NeedsReadException.java
* /opt/ws_local/PERMITS_SQL/1065171190_1593486559.87/0/mongo-java-driver-3-12-4-sources-jar/com/mongodb/internal/connection/tlschannel/NeedsWriteException.java
* /opt/ws_local/PERMITS_SQL/1065171190_1593486559.87/0/mongo-java-driver-3-12-4-sources-jar/com/mongodb/internal/connection/tlschannel/NeedsTaskException.java
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*/opt/ws_local PERMITS_SQL/1065171190_1593486559.87/0/mongo-java-driver-3-12-4-sources-jar/com/mongodb/annotations/Beta.java

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* https://github.com/marianobarrios/tls-channel
*/
/**
* Writes a sequence of bytesProduced to this channel from a subsequence of the
* given buffers.
* *
* See { @link GatheringByteChannel#write(ByteBuffer[], int, int) } for more
* details of the meaning of this signature.
* *
* <p>
* This method behaves slightly different than the interface specification, with respect to non-blocking responses, see [write(ByteBuffer)] for more details.

* @param srcs   The buffers from which bytesProduced are to be retrieved
* @param offset The offset within the buffer array of the first buffer from which bytesProduced are to be retrieved; must be non-negative and no larger than <tt>srcs.length</tt>
* @param length The maximum number of buffers to be accessed; must be non-negative and no larger than <tt>srcs.length</tt>
* @return The number of bytesProduced written, contrary to the behavior specified in [ByteChannel], this method never returns 0, but throws [WouldBlockException]

* @throws IndexOutOfBoundsException If the preconditions on the <tt>offset</tt> and <tt>length</tt> parameters do not hold
* @throws WouldBlockException       if the channel is in non-blocking mode and the IO operation cannot be completed immediately
* @throws NeedsTaskException        if the channel is not configured to run tasks automatically and a task needs to be executed to complete the operation
* @throws SSLException              if the [SSLEngine] throws a SSLException
* @throws IOException               if the underlying channel throws an IOException
* /

** Reads a sequence of bytesProduced from this channel into a subsequence of the given buffers.

* @param dsts   The buffers into which bytesProduced are to be transferred
* @param offset The offset within the buffer array of the first buffer into which bytesProduced are to be transferred; must be non-negative and no larger than <tt>dsts.length</tt>
* @param length The maximum number of buffers to be accessed; must be non-negative and no larger than <tt>dsts.length</tt>
* @return The number of bytesProduced read, or <tt>-1</tt> if the channel has reached end-of-stream; contrary to the behavior specified in [ByteChannel], this method never returns 0, but throws [WouldBlockException]
* @param srcs   The buffers from which bytesProduced are to be retrieved
* @param dsts   The buffers into which bytesProduced are to be transferred
* @param offset The offset within the buffer array of the first buffer from which bytesProduced are to be retrieved; must be non-negative and no larger than <tt>srcs.length</tt>
* @param offset The offset within the buffer array of the first buffer into which bytesProduced are to be transferred; must be non-negative and no larger than <tt>dsts.length</tt>
* @return The number of bytesProduced written, contrary to the behavior specified in [ByteChannel], this method never returns 0, but throws [WouldBlockException]

* @throws IndexOutOfBoundsException If the preconditions on the <tt>offset</tt> and <tt>length</tt> parameters do not hold
* @throws WouldBlockException       if the channel is in non-blocking mode and the IO operation cannot be completed immediately
* @throws NeedsTaskException        if the channel is not configured to run tasks automatically and a task needs to be executed to complete the operation
* @throws SSLException              if the [SSLEngine] throws a SSLException
* @throws IOException               if the underlying channel throws an IOException
*/
* \texttt{length} parameters do not hold
* @throws WouldBlockException if the channel is in non-blocking mode and the IO operation
* cannot be completed immediately
* @throws NeedsTaskException if the channel is not configured to run tasks automatically
* and a task needs to be executed to complete the operation
* @throws SSLException if the \texttt{SSLEngine} throws a SSLException
* @throws IOException if the underlying channel throws an IOException
*/

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1065171190_1593486559.87/0/mongo-java-driver-3-12-4-sources-jar/com/mongodb/internal/connection/tlschannel/TlsChannel.java

1.1285 json5 0.5.1 0.5.1

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* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/graph/NetworkConnections.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collect/Comparators.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/graph/GraphConstants.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/graph/ForwardingGraph.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/graph/AbstractNetwork.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/graph/EdgesConnecting.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/graph/GraphBuilder.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/graph/UndirectedMultiNetworkConnections.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/graph/EndpointPairIterator.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/graph/ForwardingValueGraph.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/graph/AbstractValueGraph.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/graph/EndpointPair.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/graph/DirectedNetworkConnections.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collect/ImmutableMultisetGwtSerializationDependencies.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/graph/StandardMutableNetwork.java
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jar/com/google/common/graph/StandardMutableGraph.java
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* Holder for web specializations of methods of {@code Doubles}. Intended to be empty for regular
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*/

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  jar/com/google/common/collect/ImmutableBiMapFauxverideShim.java
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* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collections/Sets.java
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* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collections/Multimaps.java
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* /opt/cola/permits/1119092615_1608716259.54/jar/com/google/common/collection/AbstractSortedSetMultimap.java
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* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/hash/AbstractHashFunction.java
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* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/math/BigDecimalMath.java
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* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/hash/MacHashFunction.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/collection/ConsumingQueueIterator.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/collection/CombinedFuture.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/util/concurrent/Platform.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/util/concurrent/InterruptibleTask.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/util/concurrent/Accumulator.java
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Found in path(s):
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/collection/JdkBackedImmutableMultiset.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/collection/JdkBackedImmutableSet.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/collection/Hash/ImmutableSupplier.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/collection/ExecutionSequencer.java
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* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
  jar/com/google/common/util/concurrent/IgnoreJRERequirement.java
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*
* As of 2010/06/11, this method is identical to the (package private) hash method in OpenJDK 7's
* java.util.HashMap class.
*/

Found in path(s):
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
  jar/com/google/common/util/concurrent/Striped.java
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* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/primitives/UnsignedInts.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/WrappingExecutorService.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/AbstractScheduledService.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/UncheckedExecutionException.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/cache/Weigher.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/cache/CacheStats.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/cache/package-info.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/cache/ForwardingLoadingCache.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/cache/CacheBuilderSpec.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/base/Optional.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collect/DescendingImmutableSortedMultiset.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/base/Ticker.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/base/Present.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/primitives/UnsignedInteger.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/hash/Murmur3_32HashFunction.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/hash/PrimitiveSink.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/base/ Enums.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/math/MathPreconditions.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/hash/MessageDigestHashFunction.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/primitives/UnsignedLongs.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/cache/RemovalListener.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/ListeningScheduledExecutorService.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/net/HttpHeaders.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/cache/RemovalCause.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/math/package-info.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/base/FunctionalEquivalence.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/AsyncFunction.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/cache/Cache.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/cache/AbstractCache.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/hash/BloomFilterStrategies.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/math/BigIntegerMath.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/cache/AbstractCache.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/ExecutionError.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/math/IntMath.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/hash/HashingOutputStream.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collection/EmptyContiguousSet.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/math/DoubleMath.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/hash/Funnels.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/cache/CacheLoader.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/hash/AbstractNonStreamingHashFunction.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/hash/Funnel.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/cache/ForwardingCache.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/collection/Queues.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/math/LongMath.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/math/DoubleUtils.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/collection/AbstractSortedMultiset.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/cache/LoadingCache.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/primitives/ParseRequest.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/util/concurrent/FutureCallback.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/hash/BloomFilter.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/hash/HashFunction.java

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* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/collection/RegularImmutableSortedMultiset.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/collection/ImmutableSortedMultisetFauxverideShim.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/collection/GeneralRange.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/collection/ForwardingSortedMultiset.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/collection/SortedIterable.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/collect/RangeSet.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1.jar/com/google/common/collect/AbstractRangeSet.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1.jar/com/google/common/collect/Count.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1.jar/com/google/common/collect/SortedIterables.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1.jar/com/google/common/collect/ImmutableSortedMultiset.java

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

Found in path(s):
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1.jar/com/google/common/collect/ObjectArrays.java

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*/

/* This method was rewritten in Java from an intermediate step of the Murmur hash function in
* http://code.google.com/p/smhasher/source/browse/trunk/MurmurHash3.cpp, which contained the
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* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
* jar/com/google/common/base/SmallCharMatcher.java
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* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
* jar/com/google/common/eventbus/SubscriberRegistry.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
* jar/com/google/common/eventbus/Dispatcher.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
* jar/com/google/common/base/MoreObjects.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
* jar/com/google/common/util/concurrent/ListenerCallQueue.java
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* /opt/cola/permits/1119092615_1608716259.54/jar/com/google/common/util/concurrent/CollectionFuture.java
* /opt/cola/permits/1119092615_1608716259.54/jar/com/google/common/base/CaseFormat.java
* /opt/cola/permits/1119092615_1608716259.54/jar/com/google/common/escape/CharEscaper.java
* /opt/cola/permits/1119092615_1608716259.54/jar/com/google/common/io/PatternFilenameFilter.java
* /opt/cola/permits/1119092615_1608716259.54/jar/com/google/common/util/concurrent/GwtFuturesCatchingSpecialization.java
* /opt/cola/permits/1119092615_1608716259.54/jar/com/google/common/escape/CharEscaperBuilder.java
* /opt/cola/permits/1119092615_1608716259.54/jar/com/google/common/util/concurrent/TimeoutFuture.java
* /opt/cola/permits/1119092615_1608716259.54/jar/com/google/common/util/concurrent/ImmediateFuture.java
* /opt/cola/permits/1119092615_1608716259.54/jar/com/google/common/util/concurrent/SimpleTimeLimiter.java
* /opt/cola/permits/1119092615_1608716259.54/jar/com/google/common/annotations/VisibleForTesting.java

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* /opt/cola/permits/1119092615_1608716259.54/jar/com/google/common/util/concurrent/ServiceManagerBridge.java
* /opt/cola/permits/1119092615_1608716259.54/jar/com/google/common/base/Java8Usage.java

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  jar/com/google/common/reflect/TypeVisitor.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
  jar/com/google/thirdparty/publicsuffix/PublicSuffixType.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
  jar/com/google/common/hash/HashingInputStream.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
  jar/com/google/common/base/VerifyException.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
  jar/com/google/common/eventbus/SubscriberExceptionHandler.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
  jar/com/google/common/collection/AbstractTable.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
  jar/com/google/common/util/concurrent/Runnables.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
  jar/com/google/common/base/Verify.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
  jar/com/google/common/eventbus/SubscriberExceptionContext.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
  jar/com/google/common/collection/FilteredMultimapValues.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
  jar/com/google/common/io/CharSequenceReader.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
  jar/com/google/common/base/Utf8.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
  jar/com/google/common/util/concurrent/WrappingScheduledExecutorService.java
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* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collect/JdkBackedImmutableMap.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collect/BaseImmutableMultimap.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collect/JdkBackedImmutableBiMap.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collect/IndexedImmutableSet.java
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* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collect/FilteredKeySetMultimap.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collect/FilteredKeyListMultimap.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collect/AllEqualOrdering.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collect/TransformedListIterator.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collect/FilteredMultimap.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collect/
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jar/com/google/common/collection/FilteredEntrySetMultimap.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/collection/SortedMultisetBridge.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/collection/CompactLinkedHashSet.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/collection/FilteredSetMultimap.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/collection/CompactHashMap.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/collection/AbstractSortedKeySortedSetMultimap.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/collection/ImmutableEnumMap.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/collection/UnmodifiableSortedMultiset.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/util/concurrent/ForwardingBlockingDeque.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/collection/ForwardingImmutableList.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/collection/ForwardingBlockingDeque.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/collection/ForwardingDeque.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/collection/TransformedIterator.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/collection/ForwardingImmutableMap.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/collection/TreeTraverser.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/collection/CompactHashSet.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/collection/DescendingMultiset.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/collection/FilteredEntryMultimap.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/collection/RangeMap.java
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jar/com/google/common/collection/ForwardingNavigableSet.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/collection/TreeRangeMap.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/collection/DescendingImmutableSortedSet.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/collection/AbstractMultimap.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/collection/RegularImmutableAsList.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/collection/EvictingQueue.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/collection/ForwardingNavigableMap.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/collection/ForwardingImmutableSet.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/collection/AbstractNavigableMap.java
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jar/com/google/common/hash/package-info.java
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 * Holder for extra methods of {@code Objects} only in web. Intended to be empty for regular
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* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1.jar/com/google/common/collection/MultimapBuilder.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1.jar/com/google/common/io/MoreFiles.java
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* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1.jar/com/google/common/collection/Tables.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1.jar/com/google/thirdparty/publicsuffix/PublicSuffixPatterns.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1.jar/com/google/common/collection/Serialization.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1.jar/com/google/common/collection/StandardTable.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1.jar/com/google/common/collection/ImmutableListMultimap.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1.jar/com/google/common/collection/PeekingIterator.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1.jar/com/google/common/collection/RegularImmutableMap.java
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/**
* Holder for web specializations of methods of [@code Shorts]. Intended to be empty for regular
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*/

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

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  jar/com/google/common/coll/ImmutableRangeSet.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
  jar/com/google/common/math/LinearTransformation.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
  jar/com/google/common/io/CharSink.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
  jar/com/google/common/hash/LongAddable.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
  jar/com/google/common/util/concurrent/SmoothRateLimiter.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
  jar/com/google/common/coll/FilteredKeyMultimap.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/reflect/Parameter.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/io/ByteSink.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1.jar/com/google/common/io/Closer.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/math/Stats.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/html/package-info.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/math/PairedStatsAccumulator.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/reflect/Element.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/io/CharSource.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/reflect/package-info.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/reflect/ImmutableTypeToInstanceMap.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/math/StatsAccumulator.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/escape/package-info.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/reflect/MutableTypeToInstanceMap.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/hash/SipHashFunction.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/reflect/TypeCapture.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/cache/LongAddable.java
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jar/com/google/common/io/ByteSource.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/hash/ChecksumHashFunction.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/reflect/Invokable.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/util/concurrent/RateLimiter.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/base/StandardSystemProperty.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/hash/AbstractByteHasher.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/reflect/AbstractInvocationHandler.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/io/BaseEncoding.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
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opian class that exists solely to let us write {@code PartiallyGwtIncompatible} instead of plain
* {@code GwtIncompatible}. This is more accurate for {@link Futures#catching}, which is available
* under GWT but with a slightly different signature.
*
* <p>We can't use {@code PartiallyGwtIncompatible} because then the GWT compiler wouldn't recognize
* it as a {@code GwtIncompatible} annotation. And for {@code Futures.catching}, we need the GWT
* compiler to autostrip the normal server method in order to expose the special, inherited GWT
* version.
/*

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* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/graph/ImmutableGraph.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/graph/SuccessorsFunction.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/graph/MutableNetwork.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/graph/ImmutableNetwork.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/graph/Graphs.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/io/InsecureRecursiveDeleteException.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/graph/Graph.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/io/RecursiveDeleteOption.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/graph/PredecessorsFunction.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/graph/MutableGraph.java
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* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/cache/LongAdder.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/cache/Striped64.java
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* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1.jar/com/google/common/primitives/Chars.java
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* /opt/cola/permits/1119092615_1608716259_54/0/guava-30-1-jre-sources-1-jar/com/google/common/collection/MinMaxPriorityQueue.java
* /opt/cola/permits/1119092615_1608716259_54/0/guava-30-1-jre-sources-1-jar/com/google/common/collection/AbstractSequentialIterator.java
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* /opt/cola/permits/1119092615_1608716259_54/0/guava-30-1-jre-sources-1-jar/com/google/common/collection/UnmodifiableListIterator.java
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/**
 * Not supported. <b>You are attempting to create a map that may contain a non-{@code Comparable} key.</b>
 * Proper calls will resolve to the version in {@code ImmutableSortedMap}, not this dummy
 * version.
 *
 * @throws UnsupportedOperationException always
 * @deprecated <b>Pass a key of type {@code Comparable} to use {@link ImmutableSortedMap#of(Comparable, Object)}.</b>
 */

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

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* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collect/ImmutableEnumSet.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collect/ImmutableMap.java
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1.1351 ignite-slf4j 2.7.0

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1.1396 run-async 2.4.1 2.4.1

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1.1400 lodash-isfunction 3.0.9 3.0.9

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1.1402 path-parse 1.0.7 1.0.7

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1.1407 normalize-package-data 2.5.0 2.5.0

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1.1426 create-react-class 15.7.0 15.7.0

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1.1435 jsr305 3.0.2

1.1436 reap2 1.0.1 1.0.1
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1.1438 jsr305 3.0.1

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```xml
<project xmlns="http://maven.apache.org/POM/4.0.0" xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance" xsi:schemaLocation="http://maven.apache.org/POM/4.0.0 http://maven.apache.org/maven-v4_0_0.xsd">
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  <artifactId>jsr305</artifactId>
  <version>3.0.1</version>
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  <name>FindBugs-jsr305</name>
  <description>JSR305 Annotations for Findbugs</description>
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    <license>
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</build>
</project>

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* /opt/cola/permits/1135840590_1613612868.440/jsr305-3-0-1-7-jar/META-INF/maven/com.google.code.findbugs/jsr305/pom.xml
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Manifest-Version: 1.0
Export-Package: javax.annotation;uses="javax.annotation.meta";version="3.0.1",javax.annotation.concurrent;version="3.0.1",javax.annotation.meta;uses="javax.annotation";version="3.0.1"
Built-By: lan
Tool: Bnd-2.1.0.20130426-122213
Bundle-Name: FindBugs-jsr305
Created-By: Apache Maven Bundle Plugin
Build-Jdk: 1.7.0_80
Bundle-Version: 3.0.1
Bnd-LastModified: 1444367176355
Bundle-ManifestVersion: 2
Bundle-Description: JSR305 Annotations for Findbugs
Bundle-License: http://www.apache.org/licenses/LICENSE-2.0.txt
Bundle-SymbolicName: org.jsr-305
Archiver-Version: Plexus Archiver

Found in path(s):
* /opt/cola/permits/1135840590_1613612868.440/jsr305-3-0-1-7-jar/META-INF/MANIFEST.MF

1.1439 convert-source-map 1.8.0 1.8.0
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1.1441 jackson-jaxrs 2.9.10

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1.1442 sinon 5.1.1 5.1.1

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1.1444 watchpack-chokidar 2.0.1 2.0.1

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1.1445 http-status-codes 1.4.0 1.4.0

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1.1446 parse5 4.0.0 4.0.0

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1.1447 babel-plugin-transform-es2015-spread

6.22.0 6.22.0

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1.1448 character-entities-legacy 1.1.4 1.1.4

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1.1449 grpc-protobuf-lite 1.27.1

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  jar/io/netty/resolver/AddressResolver.java
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  jar/io/netty/resolver/CompositeNameResolver.java
* /opt/ws_local/PERMITS_SQL/1072871174_1595214724.46/0/netty-resolver-4-1-42-final-sources-1-
  jar/io/netty/resolver/HostsFileEntriesResolver.java
* /opt/ws_local/PERMITS_SQL/1072871174_1595214724.46/0/netty-resolver-4-1-42-final-sources-1-
  jar/io/netty/resolver/InetSocketAddressResolver.java
* /opt/ws_local/PERMITS_SQL/1072871174_1595214724.46/0/netty-resolver-4-1-42-final-sources-1-
  jar/io/netty/resolver/DefaultAddressResolverGroup.java
* /opt/ws_local/PERMITS_SQL/1072871174_1595214724.46/0/netty-resolver-4-1-42-final-sources-1-
  jar/io/netty/resolver/InetNameResolver.java
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  jar/io/netty/resolver/AddressResolver.java
* /opt/ws_local/PERMITS_SQL/1072871174_1595214724.46/0/netty-resolver-4-1-42-final-sources-1-
  jar/io/netty/resolver/CompositeNameResolver.java
* /opt/ws_local/PERMITS_SQL/1072871174_1595214724.46/0/netty-resolver-4-1-42-final-sources-1-
  jar/io/netty/resolver/HostsFileEntriesResolver.java
* /opt/ws_local/PERMITS_SQL/1072871174_1595214724.46/0/netty-resolver-4-1-42-final-sources-1-
  jar/io/netty/resolver/ResolvedAddressTypes.java
* /opt/ws_local/PERMITS_SQL/1072871174_1595214724.46/0/netty-resolver-4-1-42-final-sources-1-
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* /opt/ws_local/PERMITS_SQL/1072871174_1595214724.46/0/netty-resolver-4-1-42-final-sources-1-
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  jar/io/netty/resolver/NoopAddressResolverGroup.java
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src/bdf/bdfdrivr.c
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1.1484 string_decoder 1.0.3 1.0.3

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1.1485 readline2 0.1.1 0.1.1

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readline2 ![Build Status](https://travis-ci.org/SBoudrias/readline2.png?branch=master)

Node.js (v0.8 and v0.10) had some bugs and issues with the default [Readline](http://nodejs.org/api/readline.html) module.

This module include fixes seen in later version (0.11) and ease some undesirable behavior one could see using the readline to create interatives prompts. This means `readline2` change some behaviors and as so is **not** meant to be a drop-in replacement.

This project is extracted from the core of [Inquirer.js interactive prompt interface](https://github.com/SBoudrias/Inquirer.js) to be available as a standalone module.

Documentation
-------------

**Installation**: `npm install --save readline2`

```javascript
### readline2.createInterface( options ); -> {Interface}
```
Present the same API as [Node.js \`readline.createInterface()\`](http://nodejs.org/api/readline.html)

#### Improvements
- Default `options.input` as `process.stdin`
- Default `options.output` as `process.stdout`
- `interface.stdout` is wrapped in a [MuteStream](https://github.com/isaacs/mute-stream)
- Prevent `up` and `down` keys from moving through history inside the readline
- Fix cursor position after a line refresh when the `Interface` prompt contains ANSI colors

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Found in path(s):
* /opt/ws_local/PERMITS_SQL/1070920231_1594790334.13/0/readline2-0-1-1-tgz/package/README.md

1.1486 set-immediate-shim 1.0.1 1.0.1

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1.1489 grpc-stub 1.27.1

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information using standard XML interfaces. The parser can scan HTML
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authors make in writing HTML documents. NekoHTML adds missing parent
elements; automatically closes elements with optional end tags; and can
handle mismatched inline element tags.

NekoHTML is written using the Xerces Native Interface (XNI) that is the
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* /opt/ws_local/PERMITS_SQL/1023155174_1594208179.7/0/jest-message-util-22-4-3-tgz/package/build/index.js

**1.1509 babel-traverse 6.26.0 6.26.0**

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1.1531 graceful-fs 1.2.3 1.2.3

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// Instrumentation Header
{
  var <%= instrumented.names.statement %>;  
  var <%= instrumented.names.expression %>;  
  var <%= instrumented.names.block %>;  
  var nodes = <%= coverageStorageVar %>.nodes = {};  
  var blocks = <%= coverageStorageVar %>.blocks = {};

  <%= instrumented.names.statement %> = function(i) {
    var node = nodes[i] = (nodes[i] || {index: i, count:0}) 
    node.count++;
  };

  <%= instrumented.names.expression %> = function(i) {
    var node = nodes[i] = (nodes[i] || {index: i, count:0}) 
    node.count++;
  };

  <%= instrumented.names.block %> = function(i) {
    var block = blocks[i] = (blocks[i] || {index: i, count:0}) 
    block.count++;
  };
};

////////////////////

// Instrumented Code
<%= source %>
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* org.eclipse.jetty.orbit:javax.mail.glassfish

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

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

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Oracle OpenJDK

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* java.sun.security.ssl

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

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

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

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

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

org.eclipse.jetty.toolchain:jetty-schemas

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/*
 * SpanDSP - a series of DSP components for telephony
 *
 * g722_decode.c - The ITU G.722 codec, decode part.
 *
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 * Based in part on a single channel G.722 codec which is:
 *
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 * Chengxiang Lu and Alex Hauptmann
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THE BASIC LIBRARY FUNCTIONS
-------------------------------

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- Layout tests, located in test/mjsunit/third_party/object-keys. These are based on layout tests from webkit.org which are copyrighted by Apple Computer, Inc. and released under a 3-clause BSD license.

- Strongtalk assembler, the basis of the files assembler-arm-inl.h, assembler-arm.cc, assembler-arm.h, assembler-ia32-inl.h, assembler-ia32.cc, assembler-ia32.h, assembler-x64-inl.h, assembler-x64.cc, assembler-x64.h, assembler-mips-inl.h, assembler-mips.cc, assembler-mips.h, assembler.cc and assembler.h. This code is copyrighted by Sun Microsystems Inc. and released under a 3-clause BSD license.

- Valgrind client API header, located at src/third_party/valgrind/valgrind.h This is released under the BSD license.

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3.1.0 / 2017-09-26
============

* Add `DEBUG_HIDE_DATE` env var (#486)
* Remove ReDoS regexp in `%o` formatter (#504)
* Remove "component" from package.json
* Remove `component.json`
* Ignore package-lock.json
* Examples: fix colors printout
* Fix: browser detection
* Fix: spelling mistake (#496, @EdwardBetts)

3.0.1 / 2017-08-24
============

* Fix: Disable colors in Edge and Internet Explorer (#489)

3.0.0 / 2017-08-08
============

* Breaking: Remove DEBUG_FD (#406)
* Breaking: Use `Date#toISOString()` instead to `Date#toUTCString()` when output is not a TTY (#418)
* Breaking: Make millisecond timer namespace specific and allow 'always enabled' output (#408)
* Addition: document 'enabled' flag (#465)
* Addition: add 256 colors mode (#481)
* Addition: `enabled()` updates existing debug instances, add `destroy()` function (#440)
* Update: component: update "ms" to v2.0.0
* Update: separate the Node and Browser tests in Travis-CI
* Update: refactor Readme, fixed documentation, added "Namespace Colors" section, redid screenshots
* Update: separate Node.js and web browser examples for organization
* Update: update "browserify" to v14.4.0
* Fix: fix Readme typo (#473)

2.6.9 / 2017-09-22
==================

* remove ReDoS regexp in %o formatter (#504)

2.6.8 / 2017-05-18
==================

* Fix: Check for undefined on browser globals (#462, @marbemac)

2.6.7 / 2017-05-16
==================

* Fix: Update ms to 2.0.0 to fix regular expression denial of service vulnerability (#458, @hubdotcom)
* Fix: Inline extend function in node implementation (#452, @dougwilson)
* Docs: Fix typo (#455, @msasad)

2.6.5 / 2017-04-27
==================

* Fix: null reference check on window.documentElement.style.WebkitAppearance (#447, @thebigredgeek)
* Misc: clean up browser reference checks (#447, @thebigredgeek)
* Misc: add npm-debug.log to .gitignore (@thebigredgeek)

2.6.4 / 2017-04-20
==================

* Fix: bug that would occur if process.env.DEBUG is a non-string value. (#444, @LucianBuzzo)
* Chore: ignore bower.json in npm installations. (#437, @joaovieira)
* Misc: update "ms" to v0.7.3 (@tootallnate)

2.6.3 / 2017-03-13
==================

* Fix: Electron reference to 'process.env.DEBUG' (#431, @paulcbetts)
* Docs: Changelog fix (@thebigredgeek)
2.6.2 / 2017-03-10
==================
* Fix: DEBUG_MAX_ARRAY_LENGTH (#420, @slavaGanzin)
* Docs: Add backers and sponsors from Open Collective (#422, @piamancini)
* Docs: Add Slackin invite badge (@tootallnate)

2.6.1 / 2017-02-10
==================
* Fix: Module's `export default` syntax fix for IE8 `Expected identifier` error
* Fix: Whitelist DEBUG_FD for values 1 and 2 only (#415, @pi0)
* Fix: IE8 "Expected identifier" error (#414, @vgoma)
* Fix: Namespaces would not disable once enabled (#409, @musikov)

2.6.0 / 2016-12-28
==================
* Fix: added better null pointer checks for browser useColors (@thebigredgeek)
* Improvement: removed explicit `window.debug` export (#404, @tootallnate)
* Improvement: deprecated `DEBUG_FD` environment variable (#405, @tootallnate)

2.5.2 / 2016-12-25
==================
* Fix: reference error on window within webworkers (#393, @KlausTrainer)
* Docs: fixed README typo (#391, @lurch)
* Docs: added notice about v3 api discussion (@thebigredgeek)

2.5.1 / 2016-12-20
==================
* Fix: babel-core compatibility

2.5.0 / 2016-12-20
==================
* Fix: wrong reference in bower file (@thebigredgeek)
* Fix: webworker compatibility (@thebigredgeek)
* Fix: output formatting issue (#388, @kribblo)
* Fix: babel-loader compatibility (#383, @escwald)
* Misc: removed built asset from repo and publications (@thebigredgeek)
* Misc: moved source files to /src (#378, @yamikuronue)
* Test: added karma integration and replaced babel with browserify for browser tests (#378, @yamikuronue)
* Test: coveralls integration (#378, @yamikuronue)
* Docs: simplified language in the opening paragraph (#373, @yamikuronue)
2.4.5 / 2016-12-17

* Fix: `navigator` undefined in Rhino (#376, @jochenberger)
* Fix: custom log function (#379, @hsiliev)
* Improvement: bit of cleanup + linting fixes (@thebigredgeek)
* Improvement: rm non-maintained `dist/` dir (#375, @freewil)
* Docs: simplified language in the opening paragraph. (#373, @yamikuronue)

2.4.4 / 2016-12-14

* Fix: work around debug being loaded in preload scripts for electron (#368, @paulcbetts)

2.4.3 / 2016-12-14

* Fix: navigation.userAgent error for react native (#364, @escwald)

2.4.2 / 2016-12-14

* Fix: browser colors (#367, @tootallnate)
* Misc: travis ci integration (@thebigredgeek)
* Misc: added linting and testing boilerplate with sanity check (@thebigredgeek)

2.4.1 / 2016-12-13

* Fix: typo that broke the package (#356)

2.4.0 / 2016-12-13

* Fix: bower.json references unbuilt src entry point (#342, @justmatt)
* Fix: revert "handle regex special characters" (@tootallnate)
* Feature: configurable util.inspect() options for NodeJS (#327, @tootallnate)
* Feature: %O`(big O) pretty-prints objects (#322, @tootallnate)
* Improvement: allow colors in workers (#335, @botverse)
* Improvement: use same color for same namespace. (#338, @lchenay)

2.3.3 / 2016-11-09

* Fix: Catch `JSON.stringify()` errors (#195, Jovan Alleyne)
* Fix: Returning `localStorage` saved values (#331, Levi Thomason)
* Improvement: Don't create an empty object when no `process` (Nathan Rajlich)
2.3.2 / 2016-11-09
==================
* Fix: be super-safe in index.js as well (@TooTallNate)
* Fix: should check whether process exists (Tom Newby)

2.3.1 / 2016-11-09
==================
* Fix: Added electron compatibility (#324, @paulcbetts)
* Improvement: Added performance optimizations (@tootallnate)
* Readme: Corrected PowerShell environment variable example (#252, @gimre)
* Misc: Removed yarn lock file from source control (#321, @fengmk2)

2.3.0 / 2016-11-07
==================
* Fix: Consistent placement of ms diff at end of output (#215, @gorangajic)
* Fix: Escaping of regex special characters in namespace strings (#250, @zacronos)
* Fix: Fixed bug causing crash on react-native (#282, @vkarpov15)
* Feature: Enabled ES6+ compatible import via default export (#212 @bucaran)
* Feature: Added %O formatter to reflect Chrome's console.log capability (#279, @oncletom)
* Package: Update "ms" to 0.7.2 (#315, @DevSide)
* Package: removed superfluous version property from bower.json (#207 @kkirsche)
* Readme: fix USE_COLORS to DEBUG_COLORS
* Readme: Doc fixes for format string sugar (#269, @mlucool)
* Readme: Updated docs for DEBUG_FD and DEBUG_COLORS environment variables (#232, @mattlyons0)
* Readme: doc fixes for PowerShell (#271 #243, @exoticknight @unreadable)
* Readme: better docs for browser support (#224, @matthewmueller)
* Tooling: Added yarn integration for development (#317, @thebigredgeek)
* Misc: Renamed History.md to CHANGELOG.md (@thebigredgeek)
* Misc: Added license file (#226 #274, @CantemoInternal @sdaitzman)
* Misc: Updated contributors (@thebigredgeek)

2.2.0 / 2015-05-09
==================
* package: update "ms" to v0.7.1 (#202, @dougwilson)
* README: add logging to file example (#193, @DanielOchoa)
* README: fixed a typo (#191, @amir-s)
* browser: expose `storage` (#190, @stephenmathieson)
* Makefile: add a `distclean` target (#189, @stephenmathieson)

2.1.3 / 2015-03-13
==================
* Updated stdout/stderr example (#186)
* Updated example/stdout.js to match debug current behaviour
* Renamed example/stderr.js to stdout.js
* Update Readme.md (#184)
* replace high intensity foreground color for bold (#182, #183)

2.1.2 / 2015-03-01
==================

* dist: recompile
* update "ms" to v0.7.0
* package: update "browserify" to v9.0.3
* component: fix "ms.js" repo location
* changed bower package name
* updated documentation about using debug in a browser
* fix: security error on safari (#167, #168, @yields)

2.1.1 / 2014-12-29
==================

* browser: use `typeof` to check for `console` existence
* browser: check for `console.log` truthiness (fix IE 8/9)
* browser: add support for Chrome apps
* Readme: added Windows usage remarks
* Add `bower.json` to properly support bower install

2.1.0 / 2014-10-15
==================

* node: implement `DEBUG_FD` env variable support
* package: update "browserify" to v6.1.0
* package: add "license" field to package.json (#135, @panuhorsmalahi)

2.0.0 / 2014-09-01
==================

* package: update "browserify" to v5.11.0
* node: use stderr rather than stdout for logging (#29, @stephenmathieson)

1.0.4 / 2014-07-15
==================

* dist: recompile
* example: remove `console.info()` log usage
* example: add "Content-Type" UTF-8 header to browser example
* browser: place %c marker after the space character
* browser: reset the "content" color via `color: inherit`
* browser: add colors support for Firefox >= v31
* debug: prefer an instance `log()` function over the global one (#119)
* Readme: update documentation about styled console logs for FF v31 (#116, @wryk)
1.0.3 / 2014-07-09
==================

* Add support for multiple wildcards in namespaces (#122, @seegno)
* browser: fix lint

1.0.2 / 2014-06-10
==================

* browser: update color palette (#113, @gscottolson)
* common: make console logging function configurable (#108, @timoxley)
* node: fix `%o` colors on old node <= 0.8.x
* Makefile: find node path using shell/which (#109, @timoxley)

1.0.1 / 2014-06-06
==================

* browser: use `removeItem()` to clear localStorage
* browser, node: don't set DEBUG if namespaces is undefined (#107, @leedm777)
* package: add "contributors" section
* node: fix comment typo
* README: list authors

1.0.0 / 2014-06-04
==================

* make ms diff be global, not be scope
* debug: ignore empty strings in enable()
* node: make DEBUG_COLORS able to disable coloring
* *: export the `colors` array
* npmignore: don't publish the `dist` dir
* Makefile: refactor to use browserify
* package: add "browserify" as a dev dependency
* Readme: add Web Inspector Colors section
* node: reset terminal color for the debug content
* node: map "%o" to `util.inspect()`
* browser: map "%j" to `JSON.stringify()`
* debug: add custom "formatters"
* debug: use "ms" module for humanizing the diff
* Readme: add "bash" syntax highlighting
* browser: add Firebug color support
* browser: add colors for WebKit browsers
* node: apply log to `console`
* rewrite: abstract common logic for Node & browsers
* add .jshintrc file

0.8.1 / 2014-04-14
* package: re-add the "component" section

0.8.0 / 2014-03-30

* add `enable()` method for nodejs. Closes #27
* change from stderr to stdout
* remove unnecessary index.js file

0.7.4 / 2013-11-13

* remove "browserify" key from package.json (fixes something in browserify)

0.7.3 / 2013-10-30

* fix: catch localStorage security error when cookies are blocked (Chrome)
* add debug(err) support. Closes #46
* add .browser prop to package.json. Closes #42

0.7.2 / 2013-02-06

* fix package.json
* fix: Mobile Safari (private mode) is broken with debug
* fix: Use unicode to send escape character to shell instead of octal to work with strict mode javascript

0.7.1 / 2013-02-05

* add repository URL to package.json
* add DEBUG_COLORED to force colored output
* add browserify support
* fix component. Closes #24

0.7.0 / 2012-05-04

* Added .component to package.json
* Added debug.component.js build

0.6.0 / 2012-03-16

* Added support for "-" prefix in DEBUG [Vinay Pulim]
* Added `.enabled` flag to the node version [TooTallNate]

0.5.0 / 2012-02-02
==================

* Added: humanize diffs. Closes #8
* Added `debug.disable()` to the CS variant
* Removed padding. Closes #10
* Fixed: persist client-side variant again. Closes #9

0.4.0 / 2012-02-01
==================

* Added browser variant support for older browsers [TooTallNate]
* Added `debug.enable('project:*')` to browser variant [TooTallNate]
* Added padding to diff (moved it to the right)

0.3.0 / 2012-01-26
==================

* Added millisecond diff when isatty, otherwise UTC string

0.2.0 / 2012-01-22
==================

* Added wildcard support

0.1.0 / 2011-12-02
==================

* Added: remove colors unless stderr isatty [TooTallNate]

0.0.1 / 2010-01-03
==================

* Initial release
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- the following building and testing tools
  - `compat/solaris/make_sunver.pl`
  - `doc/t2h.pm`
  - `doc/texi2pod.pl`
  - `libswresample/tests/swresample.c`
  - `tests/checkasm/*`
  - `tests/tiny_ssim.c`
- the following filters in libavfilter:
  - `signature_lookup.c`
  - `vf_blackframe.c`
  - `vf_boxblur.c`
  - `vf_colormatrix.c`
  - `vf_cover_rect.c`
  - `vf_cropdetect.c`
  - `vf_delogo.c`
  - `vf_eq.c`
  - `vf_find_rect.c`
  - `vf_fspp.c`
  - `vf_geq.c`
  - `vf_histeq.c`
  - `vf_hqdn3d.c`
  - `vf_kerndeint.c`
  - `vf_lensfun.c` (GPL version 3 or later)
  - `vf_madeint.c`
  - `vf_mpdecimate.c`
  - `vf_nnedi.c`
  - `vf_owdenoise.c`
  - `vf_perspective.c`
  - `vf_phase.c`
  - `vf_pp.c`
  - `vf_pp7.c`
  - `vf_pullup.c`
  - `vf_repeatfields.c`
  - `vf_sab.c`
  - `vf_signature.c`
  - `vf_smartblur.c`
  - `vf_spp.c`
  - `vf_stereo3d.c`
  - `vf_super2xsai.c`
  - `vf_tinterlace.c`
  - `vf_uspp.c`
  - `vf_vaguedenoiser.c`
  - `vsrc_mptestsrc.c`

Should you, for whatever reason, prefer to use version 3 of the (L)GPL, then the configure parameter `--enable-version3` will activate this licensing option.
for you. Read the file ‘COPYING.LGPLv3’ or, if you have enabled GPL parts, ‘COPYING.GPLv3’ to learn the exact legal terms that apply in this case.

There are a handful of files under other licensing terms, namely:

* The files `libavcodec/jfdctfst.c`, `libavcodec/jfdctint_template.c` and `libavcodec/jrevdct.c` are taken from libjpeg, see the top of the files for licensing details. Specifically note that you must credit the IJG in the documentation accompanying your program if you only distribute executables. You must also indicate any changes including additions and deletions to those three files in the documentation.
* `tests/reference.pnm` is under the expat license.

## External libraries

FFmpeg can be combined with a number of external libraries, which sometimes affect the licensing of binaries resulting from the combination.

### Compatible libraries

The following libraries are under GPL version 2:
- avisynth
- frei0r
- libcdio
- libdavs2
- librubberband
- libvidstab
- libx264
- libx265
- libxavs
- libxavs2
- libxvid

When combining them with FFmpeg, FFmpeg needs to be licensed as GPL as well by passing `--enable-gpl` to configure.

The following libraries are under LGPL version 3:
- gmp
- libaribb24
- liblensfun

When combining them with FFmpeg, use the configure option `--enable-version3` to upgrade FFmpeg to the LGPL v3.

The VMAF, mbedtls, RK MPI, OpenCORE and VisualOn libraries are under the Apache License 2.0. That license is incompatible with the LGPL v2.1 and the GPL v2, but not with version 3 of those licenses. So to combine these libraries with FFmpeg, the
license version needs to be upgraded by passing `--enable-version3` to configure.

The `smbclient` library is under the GPL v3, to combine it with FFmpeg, the options `--enable-gpl` and `--enable-version3` have to be passed to configure to upgrade FFmpeg to the GPL v3.

### Incompatible libraries

There are certain libraries you can combine with FFmpeg whose licenses are not compatible with the GPL and/or the LGPL. If you wish to enable these libraries, even in circumstances that their license may be incompatible, pass `--enable-nonfree` to configure. This will cause the resulting binary to be unredistributable.

The Fraunhofer FDK AAC and OpenSSL libraries are under licenses which are incompatible with the GPLv2 and v3. To the best of our knowledge, they are compatible with the LGPL.

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That's all there is to it!
wcwidth.js: JavaScript Portng of Markus Kuhn's wcwidth() Implementation

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

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# timers-browserify

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The code in this library is an extension of Bala Vatti's clipping algorithm:  
"A generic solution to polygon clipping"  
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By Max K. Agoston  
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See also:  
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Qt port of geosimplify.js, https://github.com/mapbox/geosimplify-js

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language: node_js

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- "6"
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<signature of Ty Coon>, 1 April 1990
Ty Coon, President of Vice

That's all there is to it!

```bash
# debug

A tiny JavaScript debugging utility modelled after Node.js core's debugging technique. Works in Node.js and web browsers.

```bash
$ npm install debug
```
'debug' exposes a function; simply pass this function the name of your module, and it will return a decorated version of `console.error` for you to pass debug statements to. This will allow you to toggle the debug output for different parts of your module as well as the module as a whole.

Example [_app.js_](./examples/node/app.js):

```js
var debug = require('debug')('http'),
    http = require('http'),
    name = 'My App';

// fake app

debu...
The `DEBUG` environment variable is then used to enable these based on space or comma-delimited names.

Here are some examples:

```
set DEBUG=*,-not_this
```

Example:

```
set DEBUG=* & node app.js
```

##### PowerShell (VS Code default)

PowerShell uses different syntax to set environment variables.

```
$env:DEBUG = "*,-not_this"
```

Example:

```
$env:DEBUG='app';node app.js
```

Then, run the program to be debugged as usual.

npm script example:

```
"windowsDebug": "@powershell -Command $env:DEBUG="*";node app.js",
```
## Namespace Colors

Every debug instance has a color generated for it based on its namespace name. This helps when visually parsing the debug output to identify which debug instance a debug line belongs to.

#### Node.js

In Node.js, colors are enabled when stderr is a TTY. You also _should_ install the `supports-color` module alongside debug, otherwise debug will only use a small handful of basic colors.

#### Web Browser

Colors are also enabled on "Web Inspectors" that understand the `%c` formatting option. These are WebKit web inspectors, Firefox ([since version 31](https://hacks.mozilla.org/2014/05/editable-box-model-multiple-selection-sublime-text-keys-much-more-firefox-developer-tools-episode-31/)) and the Firebug plugin for Firefox (any version).

## Millisecond diff

When actively developing an application it can be useful to see when the time spent between one `debug()` call and the next. Suppose for example you invoke `debug()` before requesting a resource, and after as well, the `+NNNms` will show you how much time was spent between calls.

When stdout is not a TTY, `Date#toISOString()` is used, making it more useful for logging the debug information as shown below:

## Conventions

If you're using this in one or more of your libraries, you _should_ use the name of your library so that developers may toggle debugging as desired without guessing names. If you have more than one debuggers you _should_ prefix
them with your library name and use ":" to separate features. For example "bodyParser" from Connect would then be "connect:bodyParser". If you append a "*" to the end of your name, it will always be enabled regardless of the setting of the DEBUG environment variable. You can then use it for normal output as well as debug output.

## Wildcards

The `*` character may be used as a wildcard. Suppose for example your library has debuggers named "connect:bodyParser", "connect:compress", "connect:session", instead of listing all three with

`DEBUG=connect:bodyParser,connect:compress,connect:session`, you may simply do `DEBUG=connect:*`, or to run everything using this module simply use `DEBUG=*`.

You can also exclude specific debuggers by prefixing them with a "-" character. For example, `DEBUG=*,connect:*` would include all debuggers except those starting with "connect:"

## Environment Variables

When running through Node.js, you can set a few environment variables that will change the behavior of the debug logging:

<table>
<thead>
<tr>
<th>Name</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>DEBUG</code></td>
<td>Enables/disables specific debugging namespaces.</td>
</tr>
<tr>
<td><code>DEBUG_HIDE_DATE</code></td>
<td>Hide date from debug output (non-TTY).</td>
</tr>
<tr>
<td><code>DEBUG_COLORS</code></td>
<td>Whether or not to use colors in the debug output.</td>
</tr>
<tr>
<td><code>DEBUG_DEPTH</code></td>
<td>Object inspection depth.</td>
</tr>
<tr>
<td><code>DEBUG_SHOW_HIDDEN</code></td>
<td>Shows hidden properties on inspected objects.</td>
</tr>
</tbody>
</table>

__Note:__ The environment variables beginning with `DEBUG_` end up being converted into an Options object that gets used with `%%o`/`%O` formatters. See the Node.js documentation for

[`util.inspect()`](https://nodejs.org/api/util.html#util_util_inspect_object_options) for the complete list.

## Formatters

Debug uses [printf-style](https://wikipedia.org/wiki/Printf_format_string) formatting. Below are the officially supported formatters:

<table>
<thead>
<tr>
<th>Formatter</th>
<th>Representation</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>%O</code></td>
<td>Pretty-print an Object on multiple lines.</td>
</tr>
<tr>
<td><code>%o</code></td>
<td>Pretty-print an Object all on a single line.</td>
</tr>
<tr>
<td><code>%s</code></td>
<td>String.</td>
</tr>
<tr>
<td><code>%d</code></td>
<td>Number (both integer and float).</td>
</tr>
<tr>
<td><code>%j</code></td>
<td>JSON. Replaced with the string <code>[Circular]</code> if the argument contains circular references.</td>
</tr>
</tbody>
</table>
### Custom formatters

You can add custom formatters by extending the `debug.formatters` object. For example, if you wanted to add support for rendering a Buffer as hex with `\%h`, you could do something like:

```js
const createDebug = require('debug')
createDebug.formatters.h = (v) => {
  return v.toString('hex')
}

// elsewhere
const debug = createDebug('foo')
debug('this is hex: \%h\', new Buffer('hello world'))
//   foo this is hex: 68656c6c6f20776f726c6421 +0ms
```

## Browser Support

You can build a browser-ready script using [browserify](https://github.com/substack/node-browserify), or just use the [browserify-as-a-service](https://wzrd.in) [build](https://wzrd.in/standalone/debug@latest), if you don't want to build it yourself.

Debug's enable state is currently persisted by `localStorage`. Consider the situation shown below where you have `worker:a` and `worker:b`, and wish to debug both. You can enable this using `localStorage.debug`:

```js
localStorage.debug = 'worker:*'
```

And then refresh the page.

```js
a = debug('worker:a');
b = debug('worker:b');

setInterval(function(){
a('doing some work');
}, 1000);

setInterval(function(){
b('doing some work');
```

| `\%` | Single percent sign (`\%`). This does not consume an argument. |
## Output streams

By default `debug` will log to stderr, however this can be configured per-namespace by overriding the `log` method:

Example `stdout.js`: ([examples/node/stdout.js](./examples/node/stdout.js)):

```js
var debug = require('debug');
var error = debug('app:error');

// by default stderr is used
error('goes to stderr!');

var log = debug('app:log');
// set this namespace to log via console.log
log.log = console.log.bind(console); // don't forget to bind to console!
log('goes to stdout');
error('still goes to stderr!');

// set all output to go via console.info
// overrides all per-namespace log settings
debug.log = console.info.bind(console);
error('now goes to stdout via console.info');
log('still goes to stdout, but via console.info now');
```  

## Extend

You can simply extend debugger

```js
const log = require('debug')('auth');

//creates new debug instance with extended namespace
const logSign = log.extend('sign');
const logLogin = log.extend('login');

log('hello'); // auth hello
logSign('hello'); // auth:sign hello
logLogin('hello'); // auth:login hello
```  

## Set dynamically

You can also enable debug dynamically by calling the `enable()` method:

```js
```
```js
let debug = require('debug');

console.log(1, debug.enabled('test'));

debug.enable('test');
console.log(2, debug.enabled('test'));

debug.disable();
console.log(3, debug.enabled('test'));
```

```
1 false
2 true
3 false
```

Usage:
`enable(namespaces)`

`namespaces` can include modes separated by a colon and wildcards.

Note that calling `enable()` completely overrides previously set DEBUG variable:

```
$ DEBUG=foo node -e 'var dbg = require("debug"); dbg.enable("bar"); console.log(dbg.enabled("foo"))'
=> false
```

## Checking whether a debug target is enabled

After you've created a debug instance, you can determine whether or not it is enabled by checking the `enabled` property:

```javascript
const debug = require('debug')('http');

if (debug.enabled) {
    // do stuff...
}
```

You can also manually toggle this property to force the debug instance to be enabled or disabled.
## Authors
- TJ Holowaychuk
- Nathan Rajlich
- Andrew Rhyne

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./test/adjoint.cpp
./test/resize.cpp
./test/mixingtypes.cpp
./test/product_trmv.cpp
./test/sparse_solvers.cpp
./test/cholesky.cpp
./test/geo_quaternion.cpp
./test/miscmatrices.cpp
./test/stddeque.cpp
./test/integer_types.cpp
./test/product_large.cpp
/test/eigensolver_generic.cpp
/test/householder.cpp
/test/geo_orthomethods.cpp
/test/array_for_matrix.cpp
/test/sparseLM.cpp
/test/upperbidiagonalization.cpp
/test/nomalloc.cpp
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/test/jacobisvd.cpp
/test/geo_transformations.cpp
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/test/eigensolver_selfadjoint.cpp
/test/inverse.cpp
/test/product_selfadjoint.cpp
/test/product_trsolve.cpp
/test/product_extra.cpp
/test/sparse_solver.h
/test/mapstrid.cpp
/test/mapped_matrix.cpp
/test/geo_eulerangles.cpp
/test/eigen2support.cpp
/test/denseLM.cpp
/test/stdvector.cpp
/test/nesting_ops.cpp
/test/sparse_permutations.cpp
/test/zerosized.cpp
/test/exceptions.cpp
/test/vectorwiseop.cpp
/test/cwiseop.cpp
/test/basicstuff.cpp
/test/product_trmm.cpp
/test/linearstructure.cpp
/test/sparse_product.cpp
/test/stdvector_overload.cpp
/test/stable_norm.cpp
/test/umeyama.cpp
/test/unalignedcount.cpp
/test/triangular.cpp
/test/product_mmr.cpp
/test/sparse_basic.cpp
/test/sparse_vector.cpp
/test/meta.cpp
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/Eigen/src/QR/ColPivHouseholderQR.h
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/Eigen/src/Householder/HouseholderSequence.h
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GL

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<th>Primary Author</th>
<th>License</th>
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<td>Mesa (MIT)</td>
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<td>Brian Paul</td>
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jpeg
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(extracted from src/README)

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Libxml2, an XML C Parser

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"Licensees SDK Contractors" shall mean Contractors of Licensee, who have purchased or received SDK from the Licensee relating to the Program.

"License Fee" shall mean the fee charged to the Licensee for rights granted under the terms of this Agreement.

"Licensed Software" shall mean all versions of The Qt Company's computer software products, online or electronic documentation, associated media and printed materials, including the source code, example programs and the documentation, licensed to the Licensee under this Agreement. Licensed Software does not include Third Party Software (as defined in Section 4) or Open Source Qt.
"Modified Software" shall mean bug-fixes, error corrections, patches or modifications made to the Licensed Software by Licensee, including documentation related thereto.

"Online Services" shall mean any services or access to systems made available by The Qt Company to the Licensee over the Internet relating to the Licensed Software or for the purpose of use by the Licensee of the Licensed Software or Support. Use of any such Online Services is discretionary for the Licensee and some of them may be subject to additional fees.

"Open Source Qt" shall mean all versions of The Qt Company's Qt computer software products, online or electronic documentation, associated media and printed materials, including the source code, example programs and the documentation available under the terms of the GNU Lesser General Public License, version 2.1 or later ("LGPL") or the GNU General Public License, version 2.0 or later ("GPL").

"Party" or "Parties" shall mean Licensee and/or The Qt Company.

"Program" shall mean Licensees business program for which purpose the Licensee is entitled to use the Licensed Software and grant the Licensee's SDK Contractors a right to use the Licensed Software as part of a SDK.

"Redistributables" shall mean the portions of the Licensed Software set forth in Appendix 1, Section 1 that may be distributed pursuant to the terms of this Agreement in object code form only, including any relevant documentation. Where relevant, any reference to Licensed Software in this Agreement shall include and refer also to Redistributables.

"SDK" or "Software Development Kit" shall mean a combination of software modules including Licensed Software intended to be utilized in connection with the Program.

"Submitted Modified Software" shall have the meaning as set forth in Section 2.3.

"Support" shall mean standard developer support that is provided by The Qt Company to assist Designated Users in using the Licensed Software in accordance with The Qt Company's standard support terms.

"Support Renewal Term" shall mean a time period of twelve (12) months, calculated from the end of the Initial Support Term or previous Support Renewal Term, as applicable.

"Support Term" shall mean the Initial Support Term and any possible Support Renewal Terms(s) during which time the Licensee is eligible to receive for Support for the Licensed Software.
“Taxes” shall have the meaning set forth in Section 10.5.

“Term” shall mean the validity period of this Agreement, as set forth in the License Certificate.

The Qt Company shall mean:

(i) in the event Licensee is an individual residing in the United States or a legal entity incorporated in the United States or having its headquarters in the United States, The Qt Company Inc., a Delaware corporation with its office at 2350 Mission College Blvd., Suite 1020, Santa Clara, CA 95054, USA.; or

(ii) in the event the Licensee is an individual residing outside of the United States or a legal entity incorporated outside of the United States or having its registered office outside of the United States, The Qt Company Ltd., a Finnish company with its registered office at Bertel Jungin aukio D3A, 02600 Espoo, Finland.

“Updates” shall mean a release or version of the Licensed Software containing bug fixes, error corrections and other changes that are generally made available to users of the Licensed Software that have contracted for Support. Updates are generally depicted as a change to the digits following the decimal in the Licensed Software version number. The Qt Company shall make Updates available to the Licensee under the Support. Updates shall be considered as part of the Licensed Software hereunder.

“Upgrades" shall mean a release or version of the Licensed Software containing enhancements and new features and are generally depicted as a change to the first digit of the Licensed Software version number. In the event Upgrades are provided to the Licensee under this Agreement, they shall be considered as part of the Licensed Software hereunder.

2. OWNERSHIP 2.1

Ownership of The Qt Company

The Licensed Software is protected by copyright laws and international copyright treaties, as well as other intellectual property laws and treaties. The Licensed Software is licensed, not sold.

All The Qt Company's Intellectual Property Rights are and shall remain the exclusive property of The Qt Company or its licensors respectively.

2.2 Ownership of Licensee

All the Licensee's Intellectual Property Rights are and shall remain the exclusive property of the Licensee or its licensors respectively.
All Intellectual Property Rights to the Modified Software, Applications and Devices shall remain with the Licensee and no rights thereto shall be granted by the Licensee to The Qt Company under this Agreement (except as set forth in Section 2.3 below).

2.3 Modified Software

Licensee may create Modified Software that breaks the source or binary compatibility with the Licensed Software. This includes, but is not limited to, changing the application programming interfaces ("API") by adding, changing or deleting any variable, method, or class signature in the Licensed Software and/or any inter-process protocols, services or standards in the Licensed Software libraries. To the extent that Licensee breaks source or binary compatibility with the Licensed Software, Licensee acknowledges that The Qt Company's ability to provide Support may be prevented or limited and Licensee's ability to make use of Updates may be restricted.

To the extent Licensee submits Modified Software to The Qt Company ("Submitted Modified Software"), Licensee hereby grants The Qt Company a sublicensable, assignable, irrevocable, perpetual, worldwide, non-exclusive, royalty-free and fully paid-up license, under all of Licensee's Intellectual Property Rights, to reproduce, adapt, translate, modify, and prepare derivative works of, publicly display, publicly perform, sublicense, make available and distribute such Submitted Modified Software as The Qt Company sees fit at its free and absolute discretion. For the sake of clarity, the Licensee shall have no obligation to provide Modified Software to The Qt Company.

3. LICENSES GRANTED

3.1 Development withLicensed Software

Subject to the terms of this Agreement, The Qt Company grants to Licensee a personal, worldwide, non-exclusive, non-transferable license, valid for the Term, to use, modify and copy the Licensed Software by Designated Users on the Development Platforms for the sole purposes of designing, developing, demonstrating and testing Application(s) and/or Devices, and to provide thereto related support and other services to end-user Customers.

Licensee may install copies of the Licensed Software on an unlimited number of computers provided that (i) only the Designated Users may use the Licensed Software, and (ii) all Designated Users must have a valid Development License to use Licensed Software.

Licensee may at any time designate another Designated User to replace a then-current Designated User by notifying The Qt Company in writing, provided that any Designated User may be replaced only once during any six-month period.
3.2 Distribution of Redistributables

Subject to the terms of this Agreement, The Qt Company grants to Licensee a personal, worldwide, non-exclusive, non-transferable license, valid for the Term, to (i) distribute, by itself or through its Contractors, Redistributables as installed, incorporated or integrated into Applications for execution on the Deployment Platforms, and (ii) distribute, by itself or through one or more tiers of Contractors, Redistributables as installed, incorporated or integrated, or intended to be installed, incorporated or integrated into Devices for execution on the Deployment Platforms, and (iii) grant sublicenses to Redistributables, as distributed hereunder, for Customers solely for Customer's internal use and to the extent necessary in order for the Customers to use the Applications and/or Devices for their respective intended purposes.

Right to distribute the Redistributables as provided herein is conditional upon the Licensee having purchased and paid the appropriate amount of Development and Distribution Licenses from The Qt Company before distributing any Redistributables to Customers.

For the avoidance of any doubt it is specifically acknowledged and agreed that distribution of Redistributables solely as installed, incorporated or integrated into Applications for execution on the Deployment Platform(s), as specified in (i) of the first paragraph of Section 3.2 above, i.e. with no connection to Devices or intention to use in connection therewith, shall not require a Distribution License.

3.3 SDK License

The Qt Company grants to Licensee a personal, worldwide, non-exclusive, non-transferable license, valid for the Term, to (i) distribute Licensed Software as a part of the SDK to Licensees SDK Contractors in connection with the Program and (ii) in connection with the Program, by itself or by Licensee's SDK Contractors, combine, incorporate or integrate Licensed Software with, or use Licensed Software for creation of, any software created with or incorporating Open Source Qt, provided, however, that:

(i) the Licensees SDK Contractors are only entitled to use the Licensed Software as part of SDK and for the sole purpose of developing software for Devices that are distributed under the Program; and

(ii) Licensees SDK Contractors shall not be entitled to distribute the SDK or any part thereof to any third parties.

For the avoidance of any doubt, the distribution of such software development tools that do not contain Licensed Software shall not be covered by this Agreement.

3.4 Further Requirements
The licenses granted above in this Section 3 by The Qt Company to Licensee are conditional and subject to Licensee's compliance with the following terms:

(i) Licensee shall not remove or alter any copyright, trademark or other proprietary rights notice contained in any portion of the Licensed Software;

(ii) Applications and SDKs must add primary and substantial functionality to the Licensed Software;

(iii) Applications may not pass on functionality which in any way makes it possible for others to create software with the Licensed Software; provided however that Licensee may use the Licensed Software's scripting and QML ("Qt Quick") functionality solely in order to enable scripting, themes and styles that augment the functionality and appearance of the Application(s) without adding primary and substantial functionality to the Application(s);

(iv) Applications and SDKs must not compete with the Licensed Software;

(v) Licensee shall not use The Qt Company's or any of its suppliers' names, logos, or trademarks to market Applications or SDKs, except that Licensee may use "Built with Qt" logo to indicate that Application(s) was developed using the Licensed Software;

(vi) Except as expressly provided in Section 3.3, Licensee shall not distribute, sublicense or disclose source code of Licensed Software to any third party (provided however that Licensee may appoint employee(s) of Contractors as Designated Users to use Licensed Software pursuant to this Agreement);

(vii) Licensee shall not grant the Customers a right to (i) make copies of the Redistributables except when and to the extent required to use the Applications and/or Devices for their intended purpose, (ii) modify the Redistributables or create derivative works thereof, (iii) decompile, disassemble or otherwise reverse engineer Redistributables, or (iv) redistribute any copy or portion of the Redistributables to any third party, except as part of the onward sale of the Device on which the Redistributables are installed;

(viii) Except as expressly provided in Section 3.3, Licensee shall not and shall cause that its Affiliates, Contractors and Licensee's SDK Contractors shall not a) in any way, combine, incorporate or integrate Licensed Software with, or use Licensed Software for creation of, any software created with or incorporating Open Source Qt or b) incorporate or integrate Applications into a hardware device or product other than a Device, unless Licensee has received an advance written permission from The Qt Company to do so. Unless specifically otherwise agreed, any and all distribution by the Licensee during the Term of a hardware device or product a) which incorporate or integrate any part of Licensed Software or Open Source Qt; or b) where the main user interface or substantial functionality is provided by software build with Licensed
Software or Open Source Qt or otherwise depends on the Licensed Software or Open Source Qt, shall be considered as distribution under this Agreement and dependent on compliance thereof (including but not limited to obligation to pay applicable License Fees for such distribution);

(ix) Licensee shall cause all of its Affiliates and Contractors entitled to make use of the licenses granted under this Agreement, to be contractually bound to comply with the relevant terms of this Agreement and not to use the Licensed Software beyond the terms hereof and for any purposes other than operating within the scope of their services for Licensee. Licensee shall be responsible for any and all actions and omissions of its Affiliates and Contractors relating to the Licensed Software and use thereof (including but not limited to payment of all applicable License Fees);

(x) Except when and to the extent explicitly provided in this Section 3, Licensee shall not transfer, publish, disclose, display or otherwise make available the Licensed Software;

(xi) Licensee shall not take any action inconsistent with The Qt Company's Intellectual Property Rights; and

(xii) Attempt or enlist a third party to conduct or attempt to conduct any of the above.

Above terms shall not be applicable if and to the extent they conflict with any mandatory provisions of any applicable laws.

Any use of Licensed Software beyond the provisions of this Agreement is strictly prohibited and requires an additional license from The Qt Company.

4. THIRD PARTY SOFTWARE

The Licensed Software may provide links to third party libraries or code (collectively “Third Party Software”) to implement various functions. Third Party Software does not comprise part of the Licensed Software. In some cases, access to Third Party Software may be included in the Licensed Software. Such Third Party Software will be listed in the ".../src/3rdparty" source tree delivered with the Licensed Software or documented in the Licensed Software, as such may be amended from time to time. Licensee acknowledges that use or distribution of Third Party Software is in all respects subject to applicable license terms of applicable third party right holders.

5. PRE-RELEASE CODE

The Licensed Software may contain pre-release code and functionality marked or otherwise stated as "Technology Preview", "Alpha", "Beta" or similar designation. Such pre-release code may be present in order to provide experimental support for new platforms or preliminary versions of one or more new functionalities. The pre-release code may not be at the level of performance and compatibility of a final, generally available, product offering of the
Licensed Software. The pre-release parts of the Licensed Software may not operate correctly, may contain errors and may be substantially modified by The Qt Company prior to the first commercial product release, if any. The Qt Company is under no obligation to make pre-release code commercially available, or provide any Support or Updates relating thereto. The Qt Company assumes no liability whatsoever regarding any pre-release code, but any use thereof is exclusively at Licensee’s own risk and expense.

6. LIMITED WARRANTY AND WARRANTY DISCLAIMER

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Except as set forth above, the Licensed Software is licensed to Licensee "as is".

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Licensee’s exclusive remedy and The Qt Company's entire liability for Licensed Software shall be limited, at The Qt Company's option, to correction of the error, replacement of the Licensed Software or return of the applicable fees paid for the defective Licensed Software for the time period during which the License is not able to utilize the Licensed Software under the terms of this Agreement.

7. INDEMNIFICATION AND LIMITATION OF LIABILITY

7.1 Limitation of Liability

EXCEPT FOR (I) CASES OF GROSS NEGLIGENCE OR INTENTIONAL MISCONDUCT, (II) LICENSEE’S DUTY TO PAY ALL APPLICABLE LICENSE FEES AND COMPENSATIONS, AND (III) BREACH OF CONFIDENTIALITY, AND TO THE EXTENT PERMITTED BY APPLICABLE LAW, IN NO EVENT SHALL EITHER PARTY BE LIABLE TO THE OTHER PARTY FOR ANY LOSS OF PROFIT, LOSS OF DATA, LOSS OF BUSINESS OR GOODWILL OR ANY OTHER INDIRECT, SPECIAL, CONSEQUENTIAL, INCIDENTAL OR PUNITIVE COST, DAMAGES OR EXPENSE OF ANY KIND, HOWSOEVER ARISING UNDER OR IN CONNECTION WITH THIS AGREEMENT.

EXCEPT FOR (I) CASES OF GROSS NEGLIGENCE OR INTENTIONAL MISCONDUCT, (II) LICENSEE’S DUTY TO PAY ALL APPLICABLE LICENSE FEES AND COMPENSATIONS, AND (III)
BREACH OF CONFIDENTIALITY, AND TO THE EXTENT PERMITTED BY APPLICABLE LAW, IN NO EVENT SHALL EITHER PARTY’S TOTAL AGGREGATE LIABILITY UNDER THIS AGREEMENT EXCEED THE AGGREGATE LICENSE FEES RECEIVED BY THE QT COMPANY FROM LICENSEE DURING THE PERIOD OF TWELVE (12) MONTHS IMMEDIATELY PRECEDING THE EVENT RESULTING IN SUCH LIABILITY.

THE PROVISIONS OF THIS SECTION 7 ALLOCATE THE RISKS UNDER THIS AGREEMENT BETWEEN THE QT COMPANY AND LICENSEE AND THE PARTIES HAVE RELIED UPON THE LIMITATIONS SET FORTH HEREIN IN DETERMINING WHETHER TO ENTER INTO THIS AGREEMENT.

7.2 Licensees Indemnification

Licensee shall indemnify and hold harmless The Qt Company from and against any claim, injury, judgment, settlement, loss or expense, including attorneys' fees related to: (a) Licensee's misrepresentation in connection with The Qt Company or the Licensed Software or breach of this Agreement, (b) the Application or Device (except where such cause of liability is solely attributable to the Licensed Software).

8. SUPPORT, UPDATES AND ONLINE SERVICES

Licensee will be eligible to receive Support and Updates and to use the Online Services during the Support Term. Unless otherwise decided by The Company at its free and absolute discretion, Upgrades will not be included in the Support but may be available subject to additional fees.

Licenses granted under this Agreement shall include a prepaid Initial Support Term.

Initial Support Term shall be automatically extended to one or more Support Renewal Term(s), unless and until either Party notifies the other Party in writing that it does not wish to continue the Support, such notification to be provided to the other Party no less than ninety (90) days before expiry of the Initial Support Term or respective Support Renewal Term. During any such Support Renewal Term Support shall be available subject to prices and terms agreed between the Parties or, if no advance agreement exists, subject to The Qt Company's standard pricing applicable at the commencement date of any such Support Renewal Term. From time to time The Qt Company may change Support provided within each Support plan; provided that during the respective Initial Support Term or Support Renewal Term (as the case may be), the level of Support provided by The Qt Company may not be reduced without the consent of the Licensee.

Unless otherwise agreed, The Qt Company shall not be responsible for providing any service or support to the Customers.

9. CONFIDENTIALITY
Each Party acknowledges that during the Term of this Agreement each Party may receive information about the other Party's business, business methods, business plans, customers, business relations, technology, and other information, including the terms of this Agreement, that is confidential and of great value to the other Party, and the value of which would be significantly reduced if disclosed to third parties ("Confidential Information"). Accordingly, when a Party (the "Receiving Party") receives Confidential Information from the other Party (the "Disclosing Party"), the Receiving Party shall only disclose such information to employees and Contractors on a need to know basis, and shall cause its employees and employees of its Affiliates to: (i) maintain any and all Confidential Information in confidence; (ii) not disclose the Confidential Information to a third party without the Disclosing Party's prior written approval; and (iii) not, directly or indirectly, use the Confidential Information for any purpose other than for exercising its rights and fulfilling its responsibilities pursuant to this Agreement. Each Party shall take reasonable measures to protect the Confidential Information of the other Party, which measures shall not be less than the measures taken by such Party to protect its own confidential and proprietary information.

Obligation of confidentiality shall not apply to information that (i) is or becomes generally known to the public through no act or omission of the Receiving Party; (ii) was in the Receiving Party's lawful possession prior to the disclosure hereunder and was not subject to limitations on disclosure or use; (iii) is developed independently by employees or Contractors of the Receiving Party or other persons working for the Receiving Party who have not had access to the Confidential Information of the Disclosing Party, as proven by the written records of the Receiving Party; (iv) is lawfully disclosed to the Receiving Party without restrictions, by a third party not under an obligation of confidentiality; or (v) the Receiving Party is legally compelled to disclose, in which case the Receiving Party shall notify the Disclosing Party of such compelled disclosure and assert the privileged and confidential nature of the information and cooperate fully with the Disclosing Party to limit the scope of disclosure and the dissemination of disclosed Confidential Information to the minimum extent necessary.

The obligations under this Section 9 shall continue to remain in force for a period of five (5) years after the last disclosure, and, with respect to trade secrets, for so long as such trade secrets are protected under applicable trade secret laws.

10. FEES, DELIVERY AND PAYMENT

10.1 License Fees

License Fees are described in The Qt Company's standard price list, quote or Purchase Order confirmation or in an appendix hereto, as the case may be. The License Fees shall not be refunded or claimed as a credit, even on the ground that Distribution Licenses are not used, i.e. Redistributables are not actually
distributed corresponding to the Distribution Licenses purchased, or for any other reason.

10.2 Ordering Licenses

Licensee may purchase Development Licenses and Distribution Licenses pursuant to agreed pricing terms or, if no specific pricing terms have been agreed upon, at The Qt Company's standard pricing terms applicable at the time of purchase.

Licensee shall submit all purchase orders for Development Licenses and Distribution Licenses to The Qt Company by email or any other method acceptable to The Qt Company (each such order is referred to herein as a "Purchase Order") for confirmation, whereupon the Purchase Order shall become binding between the Parties.

10.3 Distribution

License Packs Unless otherwise agreed, the Distribution Licenses are bought by way of Distribution License Packs.

Upon due payment of the ordered Distribution License Pack(s), the Licensee will have an account of Distribution Licenses available for installing, bundling or integrating (all jointly "installing") the Redistributables with the Devices or for otherwise distributing the Redistributables in accordance with this Agreement.

Each time Licensee "installs" or distributes a copy of Redistributables, then one Distribution License is used, and Licensee's account of available Distribution Licenses is decreased accordingly.

Licensee may "install" copies of the Redistributables so long as Licensee has Distribution Licenses remaining on its account.

Redistributables will be deemed to have been "installed" into a Device when one of the following circumstances shall have occurred: a) the Redistributables have been loaded onto the Device and used outside of the Licensee's premises or b) the Device has been fully tested and placed into Licensee's inventory (or sold) for the first time (i.e., Licensee will not be required to use (or pay for) more than one Distribution License for each individual Device, e.g. in a situation where a Device is returned to Licensee's inventory after delivery to a distributor or sale to a Customer). In addition, if Licensee includes a back-up copy of the Redistributables on a CD-ROM or other storage medium along with the product, that backup copy of the Redistributables will not be deemed to have been "installed" and will not require an additional Distribution License.

10.4 Payment Terms

License Fees and any other charges under this Agreement shall be paid by
Licensee no later than thirty (30) days from the date of the applicable invoice from The Qt Company.

The Qt Company will submit an invoice to Licensee after the date of this Agreement and/or after The Qt Company receives a Purchase Order from Licensee. A late payment charge of the lower of (a) one percent per month; or (b) the interest rate stipulated by applicable law, shall be charged on any unpaid balances that remain past due.

The Qt Company shall have the right to suspend, terminate or withhold grants of all rights to the Licensed Software hereunder, including but not limited to the Developer License, Distribution License, and Support, should Licensee fail to make payment in a timely fashion.

10.5 Taxes
All License Fees and other charges payable hereunder are gross amounts but exclusive of any value added tax, use tax, sales tax and other taxes, duties or tariffs ("Taxes"). Such applicable Taxes shall be paid by Licensee, or, where applicable, in lieu of payment of such Taxes, Licensee shall provide an exemption certificate to The Qt Company and any applicable authority.

11 RECORD-KEEPING AND REPORTING OBLIGATIONS; AUDIT RIGHTS

11.1 Licensee's Record-keeping

Licensee shall at all times maintain accurate and up-to-date written records of Licensee's activities related to the use of Licensed Software and distribution of Redistributables. The records shall be adequate to determine Licensee's compliance with the provisions of this Agreement and to demonstrate the number of Designated Users and Redistributables distributed by Licensee. The records shall conform to good accounting practices reasonably acceptable to The Qt Company.

Licensee shall, within thirty (30) days from the end of each calendar quarter, deliver to The Qt Company a report detailing the number of Designated Users and copies of Redistributables distributed by Licensee during that calendar quarter, and also detailing the number of undistributed copies of Redistributables made by Licensee and remaining in its account (i.e., undistributed copies for which Distribution Licenses have been or need to be obtained from The Qt Company). Such report shall contain such other information as The Qt Company shall reasonably require from time to time.

11.2. The Qt Company's Audit Rights

The Qt Company or an independent auditor acting on behalf of The Qt Company's, may, upon at least five (5) business days' prior written notice and at its expense, audit Licensee with respect to the use of the Redistributables, but not more frequently than once during each 6-month period. Such audit may be
conducted by mail, electronic means or through an in-person visit to Licensee's place of business. Any such in-person audit shall be conducted during regular business hours at Licensee's facilities and shall not unreasonably interfere with Licensee's business activities. The Qt Company or the independent auditor acting on behalf of The Qt Company shall be entitled to inspect Licensee's Records. All such Licensee's Records and use thereof shall be subject to an obligation of confidentiality under this Agreement.

If an audit reveals that Licensee is using the Licensed Software beyond scope of the licenses Licensee has paid for, Licensee agrees to immediately pay The Qt Company any amounts owed for such unauthorized use.

In addition, in the event the audit reveals a material violation of the terms of this Agreement (underpayment of more than 5% of License Fees shall always be deemed a material violation for purposes of this section), then the Licensee shall pay The Qt Company's reasonable cost of conducting such audit.

12 TERM AND TERMINATION

12.1 Term

This Agreement shall enter into force upon due acceptance by both Parties and remain in force for the Term, unless and until terminated pursuant to the terms of this Section 12.

12.2 Termination by The Qt Company

The Qt Company shall have the right to terminate this Agreement upon thirty (30) days prior written notice if (i) the Licensee is in material breach of any obligation of this Agreement and fails to remedy such breach within such notice period; (ii) or Licensee or any of its Affiliates bring a suit before any court or administrative agency or otherwise assert a claim against The Qt Company's or any of its Affiliates' Intellectual Property Rights or validity thereof.

12.3 Mutual Right to Terminate

Either Party shall have the right to terminate this Agreement immediately upon written notice in the event that the other Party becomes insolvent, files for any form of bankruptcy, makes any assignment for the benefit of creditors, has a receiver, administrative receiver or officer appointed over the whole or a substantial part of its assets, ceases to conduct business, or an act equivalent to any of the above occurs under the laws of the jurisdiction of the other Party.

12.4 Parties Rights and Duties upon Termination

Upon expiry or termination of the Agreement for any reason, Licensee shall, within 30 days after such termination, cease and shall cause all Designated
Users (including those of its Affiliates' and Contractors') and Licensee's SDK Contractors to cease using the Licensed Software and distribution of the Redistributables under this Agreement. Notwithstanding the above, in the event the Agreement expires or is terminated for reason other than by The Qt Company pursuant to Section 12.2, the Licensee is entitled, for a period of six (6) months after the effective date of termination, to continue distribution of Devices under the Distribution Licenses paid but unused at such effective date of termination.

Upon any such termination the Licensee shall destroy or return to The Qt Company all copies of the Licensed Software and all related materials and will certify the same to The Qt Company upon its request, provided however that Licensee may retain and exploit such copies of the Licensed Software as it may reasonably require in providing continued support to Customers.

Expiry or termination of this Agreement for any reason whatsoever shall not relieve Licensee of its obligation to pay any License Fees accrued or payable to The Qt Company prior to the effective date of termination, and Licensee shall immediately pay to The Qt Company all such fees upon the effective date of termination. Termination of this Agreement shall not affect any rights of Customers to continue use of Applications and Devices (and therein incorporated Redistributables).

13. GOVERNING LAW AND LEGAL VENUE

In the event this Agreement is in the name of The Qt Company Inc., a Delaware Corporation, then:

(i) this Agreement shall be construed and interpreted in accordance with the laws of the State of California, USA, excluding its choice of law provisions;

(ii) the United Nations Convention on Contracts for the International Sale of Goods will not apply to this Agreement; and

(iii) any dispute, claim or controversy arising out of or relating to this Agreement or the breach, termination, enforcement, interpretation or validity thereof, including the determination of the scope or applicability of this Agreement to arbitrate, shall be determined by arbitration in San Francisco, USA, before one arbitrator. The arbitration shall be administered by JAMS pursuant to JAMS' Streamlined Arbitration Rules and Procedures. Judgment on the Award may be entered in any court having jurisdiction. This Section shall not preclude parties from seeking provisional remedies in aid of arbitration from a court of appropriate jurisdiction.

In the event this Agreement is in the name of The Qt Company Ltd., a Finnish Company, then:

(i) this Agreement shall be construed and interpreted in accordance with the
laws of Finland, excluding its choice of law provisions;

(ii) the United Nations Convention on Contracts for the International Sale of Goods will not apply to this Agreement; and

(iii) any disputes, controversy or claim arising out of or relating to this Agreement, or the breach, termination or validity thereof shall be finally settled by arbitration in accordance with the Arbitration Rules of Finland Chamber of Commerce. The arbitration tribunal shall consist of one (1), or if either Party so requires, of three (3), arbitrators. The award shall be final and binding and enforceable in any court of competent jurisdiction. The arbitration shall be held in Helsinki, Finland and the process shall be conducted in the English language. This Section shall not preclude parties from seeking provisional remedies in aid of arbitration from a court of appropriate jurisdiction.

14. GENERAL PROVISIONS

14.1 No Assignment Licensee

shall not be entitled to assign or transfer all or any of its rights, benefits and obligations under this Agreement without the prior written consent of The Qt Company, which shall not be unreasonably withheld or delayed. The Qt Company shall be entitled to freely assign or transfer any of its rights, benefits or obligations under this Agreement.

14.2 No Third Party Representations

Licensee shall make no representations or warranties concerning the Licensed Software on behalf of The Qt Company. Any representation or warranty Licensee makes or purports to make on The Qt Company’s behalf shall be void as to The Qt Company.

14.3 Surviving Sections

Any terms and conditions that by their nature or otherwise reasonably should survive termination of this Agreement shall so be deemed to survive.

14.4 Entire Agreement

This Agreement, the exhibits hereto, the License Certificate and any applicable Purchase Order constitute the complete agreement between the Parties and supersedes all prior or contemporaneous discussions, representations, and proposals, written or oral, with respect to the subject matters discussed herein. In the event of any conflict or inconsistency between this Agreement and any Purchase Order, the terms of this Agreement will prevail over the terms of the Purchase Order with respect to such conflict or inconsistency.
14.5 Modifications

No modification of this Agreement shall be effective unless contained in a writing executed by an authorized representative of each Party. No term or condition contained in Licensee's Purchase Order shall apply unless expressly accepted by The Qt Company in writing.

14.6 Force Majeure

Except for the payment obligations hereunder, neither Party shall be liable to the other for any delay or non-performance of its obligations hereunder in the event to the extent that such delay or non-performance is due to an event of act of God, terrorist attack or other similar unforeseeable catastrophic event that prevents either Party for fulfilling its obligations under this Agreement and which such Party cannot avoid or circumvent ("Force Majeure Event"). If the Force Majeure Event results in a delay or non-performance of a Party for a period of three (3) months or longer, then either Party shall have the right to terminate this Agreement with immediate effect without any liability (except for the obligations of payment arising prior to the event of Force Majeure) towards the other Party.

14.7 Notices

Any notice given by one Party to the other shall be deemed properly given and deemed received if specifically acknowledged by the receiving Party in writing or when successfully delivered to the recipient by hand, fax, or special courier during normal business hours on a business day to the addresses specified for The Qt Company in the beginning of this Agreement, and for the Licensee in the Licensee's account profile. Each communication and document made or delivered by one Party to the other Party pursuant to this Agreement shall be in the English language.

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NPM License Checker

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

[![Build Status](https://www.travis-ci.org/davglass/license-checker.svg?branch=master)](https://www.travis-
Ever needed to see all the license info for a module and its dependencies?

It's this easy:

```
```
An asterisk next to a license name means that it was deduced from
an other file than package.json (README, LICENSE, COPYING, ...)
You could see something like this:

```
debug@2.0.0
  repository: https://github.com/visionmedia/debug
  licenses: MIT*
```

Options
--------

* `--production` only show production dependencies.
* `--development` only show development dependencies.
* `--start [path of the initial json to look for]`
* `--unknown` report guessed licenses as unknown licenses.
* `--onlyUnknown` only list packages with unknown or guessed licenses.
* `--json` output in json format.
* `--csv` output in csv format.
* `--csvComponentPrefix` prefix column for component in csv format.
* `--out [filepath]` write the data to a specific file.
* `--customPath` to add a custom Format file in JSON
* `--exclude [list]` exclude modules which licenses are in the comma-separated list from the output
* `--relativeLicensePath` output the location of the license files as relative paths
* `--summary` output a summary of the license usage.
* `--failOn [list]` fail (exit with code 1) on the first occurrence of the licenses of the semicolon-separated list
* `--onlyAllow [list]` fail (exit with code 1) on the first occurrence of the licenses not in the semicolon-separated list
* `--packages [list]` restrict output to the packages (package@version) in the semicolon-separated list
* `--excludePackages [list]` restrict output to the packages (package@version) not in the semicolon-separated list
* `--excludePrivatePackages` restrict output to not include any package marked as private
* `--direct` look for direct dependencies only

Exclusions
----------

A list of licenses is the simplest way to describe what you want to exclude.

You can use valid [SPDX identifiers](https://spdx.org/licenses/).
You can use valid SPDX expressions like `MIT OR X11`.
You can use non-valid SPDX identifiers, like `Public Domain`, since `npm` does
support some license strings that are not SPDX identifiers.

Examples
-------
```
license-checker --json > /path/to/licenses.json
license-checker --csv --out /path/to/licenses.csv
license-checker --unknown
license-checker --customPath customFormatExample.json
license-checker --exclude 'MIT, MIT OR X11, BSD, ISC'
license-checker --packages 'react@16.3.0;react-dom@16.3.0;lodash@4.3.1'
license-checker --excludePackages 'internal-1;internal-2'
license-checker --onlyunknown
```

Custom format
--------------
The ‘--customPath’ option can be used with CSV to specify the columns. Note that the first column, ‘module_name’, will always be used.

When used with JSON format, it will add the specified items to the usual ones.

The available items are the following:
- name
- version
- description
- repository
- publisher
- email
- url
- licenses
- licenseFile
- licenseText
- licenseModified

You can also give default values for each item.
See an example in [customFormatExample.json](customFormatExample.json).

Requiring
--------
```
```
start: '/path/to/start/looking'
}, function(err, packages) {
  if (err) {
    //Handle error
  } else {
    //The sorted package data
    //as an Object
  }
});
```

Debugging
---------

license-checker uses [debug](https://www.npmjs.com/package/debug) for internal logging. There are two internal markers:

* `license-checker:error` for errors
* `license-checker:log` for non-errors

Set the `DEBUG` environment variable to one of these to see debug output:

```
```shell
$ export DEBUG=license-checker*; license-checker
scanning ./yui-lint
cli@0.4.3
  repository: http://github.com/chriso/cli
  licenses: MIT
# ...
```

How Licenses are Found
----------------------

We walk through the `node_modules` directory with the `[read-installed]`([https://www.npmjs.org/package/read-installed](https://www.npmjs.org/package/read-installed)) module. Once we gathered a list of modules we walk through them and look at all of their `package.json`'s. We try to identify the license with the `[spdx]`([https://www.npmjs.com/package/spdx](https://www.npmjs.com/package/spdx)) module to see if it has a valid SPDX license attached. If that fails, we then look into the module for the following files: `LICENSE`, `LICENCE`, `COPYING`, & `README`.

If one of those files are found (in that order) we will attempt to parse the license data from it with a list of known license texts. This will be shown with the `*` next to the name of the license to show that we "guessed" at it.

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 * Memory barrier utilities
 *
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 *
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 */

/*
 * $Id: pa_ringbuffer.c 1421 2009-11-18 16:09:05Z bjornroche $
 * Portable Audio I/O Library
 * Ring Buffer utility.
 *
 * Author: Phil Burk, http://www.softsynth.com
 */
* modified for SMP safety on Mac OS X by Bjorn Roche
* modified for SMP safety on Linux by Leland Lucius
* also, allowed for const where possible
* modified for multiple-byte-sized data elements by Sven Fischer
* 
* Note that this is safe only for a single-thread reader and a 
* single-thread writer.
* 
* This program uses the PortAudio Portable Audio Library.
* For more information see: http://www.portaudio.com
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Mesa 3-D graphics library
Version: 7.0

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- Adapted from Ruby on Rails - http://dev.rubyonrails.org/browser/spinoffs/prototype/src
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`cssmin.py` - A Python port of the YUI CSS compressor.

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/*
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*/

var checker = require('./lib/index');

var args = require('./lib/args').parse();
var mkdirp = require('mkdirp');
var path = require('path');
var chalk = require('chalk');
var fs = require('fs');

if (args.help) {
    console.error('license-checker@' + require('./package.json').version);
    var usage = [
      '',
      ' --production only show production dependencies.',
    ];
"
'   --development only show development dependencies.',
'   --unknown report guessed licenses as unknown licenses.',
'   --start [path of the initial json to look for]',
'   --onlyunknown only list packages with unknown or guessed licenses.',
'   --json output in json format.',
'   --csv output in csv format.',
'   --csvComponentPrefix column prefix for components in csv file',
'   --out [filepath] write the data to a specific file.',
'   --customPath to add a custom Format file in JSON',
'   --exclude [list] exclude modules which licenses are in the comma-separated list from the output',
'   --relativeLicensePath output the location of the license files as relative paths',
'   --summary output a summary of the license usage',
'   --failOn [list] fail (exit with code 1) on the first occurrence of the licenses of the semicolon-separated list',
'   --onlyAllow [list] fail (exit with code 1) on the first occurrence of the licenses not in the semicolon-separated list',
'   --direct look for direct dependencies only',
'   --packages [list] restrict output to the packages (package@version) in the semicolon-separated list',
'   --excludePackages [list] restrict output to the packages (package@version) not in the semicolon-separated list',
'   --excludePrivatePackages restrict output to not include any package marked as private',
'   --version The current version',
'   --help The text you are reading right now :)',
'   --version The current version',
'   --help The text you are reading right now :)';

};

console.error(usage.join('n'), 'n);

process.exit(0);

if (args.version) {
  console.error(require('../package.json').version);
  process.exit(1);
}

if (args.failOn && args.onlyAllow) {
  console.error('--failOn and --onlyAllow can not be used at the same time. Choose one or the other.);
  process.exit(1);
} else {
  var argValue = args.failOn || args.onlyAllow;
  if (argValue && argValue.indexOf(',') >= 0) {
    var argName = args.failOn ? 'failOn' : 'onlyAllow';
    console.warn('Warning: As of v17 the --' + argName + ' argument takes semicolons as delimeters instead of commas (some license names can contain commas));
    
  }
}

checker.init(args, function(err, json) {
var formattedOutput = "\n"

if (!err) {
    console.error('Found error');
    console.error(err);
}

if (shouldColorizeOutput(args)) {
    var keys = Object.keys(json);
    keys.forEach(function(key) {
        var keyParts = key.split('@');
        var colorizedKey = chalk.blue(keyParts[0]) + chalk.dim('@') + chalk.green(keyParts[1]);
        json[colorizedKey] = json[key];
        delete json[key];
    });
}

if (args.json) {
    formattedOutput = JSON.stringify(json, null, 2) + '\n';
} else if (args.csv) {
    formattedOutput = checker.asCSV(json, args.customFormat, args.csvComponentPrefix);
} else if (args.markdown) {
    formattedOutput = checker.asMarkDown(json, args.customFormat) + '\n';
} else if (args.summary) {
    formattedOutput = checker.asSummary(json);
} else {
    formattedOutput = checker.asTree(json);
}

if (args.files) {
    checker.asFiles(json, args.files);
} else if (args.out) {
    var dir = path.dirname(args.out);
    mkdirp.sync(dir);
    fs.writeFileSync(args.out, formattedOutput, 'utf8');
} else {
    console.log(formattedOutput);
}

function shouldColorizeOutput(args) {
    return args.color && !args.out && !(args.csv || args.json || args.markdown);
}

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the Licensed Software libraries). To the extent that Licensee's Modified
Software so breaks source or binary compatibility with the Licensed Software,
Licensee acknowledges that The Qt Company's ability to provide Support may be
prevented or limited and Licensee's ability to make use of Updates may be restricted.

Licensee may, at its sole and absolute discretion, choose to submit Modified
Software to The Qt Company ("Submitted Modified Software") in connection with
Licensee's Support request, service request or otherwise. In the event Licensee
does so, then, Licensee hereby grants The Qt Company a sublicensable,
assignable, irrevocable, perpetual, worldwide, non-exclusive, royalty-free and
fully paid-up license, under all of Licensee's Intellectual Property Rights, to
reproduce, adapt, translate, modify, and prepare derivative works of, publicly
display, publicly perform, sublicense, make available and distribute such
Submitted Modified Software as The Qt Company sees fit at its free and absolute
discretion.

3. LICENSES GRANTED

3.1. Development with Licensed Software
Subject to the terms of this Agreement, The Qt Company grants to Licensee a
worldwide, non-exclusive, non-transferable license, valid for the License Term,
to use, modify and copy the Licensed Software by Designated Users on the
Development Platforms for the sole purposes of designing, developing,
demonstrating and testing Application(s) and/or Devices, and to provide thereto
related support and other related services to end-user Customers. Each
Application and/or Device can only include, incorporate or integrate code
generated under this Agreement by such Designated Users who are duly licensed
for the applicable Development Platform(s) and Deployment Platform(s) (i.e have
a valid license for the appropriate Licensed Software product).

Licensee may install copies of the Licensed Software on five (5) computers per
Designated User, provided that only the Designated Users who have a valid
Development License may use the Licensed Software.

Licensee may at any time designate another Designated User to replace a
then-current Designated User by notifying The Qt Company in writing, provided
that any Designated User may be replaced only once during any six-month period.

Upon expiry of the initially agreed License Term, the respective License Terms
shall be automatically extended to one or more Renewal Term(s), unless and
until either Party notifies the other Party in writing that it does not wish
to continue the License Term, such notification to be provided to the other Party no less than thirty (30) days before expiry of the respective License Term.

Unless otherwise agreed between the Parties, Renewal Term shall be of equal length with the initial License Term.

Any such Renewal Term shall be subject to License Fees agreed between the Parties or, if no advance agreement exists, subject to The Qt Company's standard pricing applicable at the commencement date of any such Renewal Term.

Any price or other term specified for a Renewal Term shall be valid only for the specified time.

The Qt Company may request the Licensee to place a purchase order corresponding to a quote by The Qt Company for the relevant Renewal Term.

In the event Licensee does not prevent auto-renewal pursuant the above, but a Renewal Term is nevertheless not duly ordered within 30 days from the date of the respective notification from The Qt Company and/or the respective License Fee paid by due date specified in The Qt Company's respective invoice, The Qt Company shall apply a reinstatement fee equal to ten percent (10%) of the total value of the License Fees of the Development Licenses for the expired term to be added to the License Fee of the respective Renewal Term.

In the event Licensee chooses not to renew a Development License for a Renewal Term by notifying The Qt Company thereof no less than thirty (30) days before expiry of the respective License Term, Licensee may still reinstate such expired Development Licenses for a Renewal Term subject to applicable renewal Term License Fees until thirty (30) days from the expiry of the initially agreed License Term or preceding Renewal Term. After such thirty (30) day period a Development License shall be subject to applicable License Fees for a new Development License and not any Renewal Term License Fees.

3.2. Distribution of Applications
Subject to the terms of this Agreement, The Qt Company grants to Licensee a worldwide, non-exclusive, non-transferable, revocable (for cause pursuant to this Agreement) right and license, valid for the Term, to

(i) distribute, by itself or through its Contractors, Redistributables as installed, incorporated or integrated into Applications for execution on the Deployment Platforms, and

(ii) grant sublicenses to Redistributables, as distributed hereunder, for Customers solely for Customer's internal use and to the extent necessary in order for the Customers to use the Applications for their respective intended purposes.

Right to distribute the Redistributables as part of an Application as provided herein is not royalty-bearing but is conditional upon the Licensee not having
any unpaid License Fees for Development Licenses owed to The Qt Company at the time of distribution of any Redistributables to Customers.

3.3. Distribution of Devices
Subject to the terms of this Agreement, The Qt Company grants to Licensee a worldwide, non-exclusive, non-transferable, revocable (for cause pursuant to this Agreement) right and license, valid for the Term, to

(i) distribute, by itself or through one or more tiers of Contractors, Redistributables as installed, incorporated or integrated, or intended to be installed, incorporated or integrated into Devices for execution on the Deployment Platforms, and

(ii) grant sublicenses to Redistributables, as distributed hereunder, for Customers solely for Customer's internal use and to the extent necessary in order for the Customers to use the Devices for their respective intended purposes.

Right to distribute the Redistributables with Devices as provided herein is conditional upon the Licensee (i) not having any unpaid License Fees for Development Licenses owed to The Qt Company, and (ii) having purchased and paid corresponding Distribution Licenses at the time of distribution of any Redistributables to Customers.

3.4. Further Requirements
The licenses granted above in this Section 3 by The Qt Company to Licensee are conditional and subject to Licensee's compliance with the following terms:

(i) Licensee shall not remove or alter any copyright, trademark or other proprietary rights notice(s) contained in any portion of the Licensed Software;

(ii) Applications must add primary and substantial functionality to the Licensed Software so as not to compete with the Licensed Software;

(iii) Applications may not pass on functionality which in any way makes it possible for others to create software with the Licensed Software; provided however that Licensee may use the Licensed Software's scripting and QML ("Qt Quick") functionality solely in order to enable scripting, themes and styles that augment the functionality and appearance of the Application(s) without adding primary and substantial functionality to the Application(s);

(iv) Licensee shall not use Licensed Software in any manner or for any purpose that infringes, misappropriates or otherwise violates any Intellectual property or right of any third party, or that violates any applicable law;

(v) Licensee shall not use The Qt Company's or any of its suppliers' names, logos, or trademarks to market Applications, except that Licensee may use "Built with Qt" logo to indicate that Application(s) was developed using the Licensed Software;

(vi) Licensee shall not distribute, sublicense or disclose source code of Licensed Software to any third party (provided however that Licensee may appoint employee(s) of Contractors as Designated
Users to use Licensed Software pursuant to this Agreement. Such right may be available for the Licensee subject to a separate software development kit ("SDK") license agreement to be concluded with The Qt Company;

(vii) Licensee shall not grant the Customers a right to (i) make copies of the Redistributables except when and to the extent required to use the Applications and/or Devices for their intended purpose, (ii) modify the Redistributables or create derivative works thereof, (iii) decompile, disassemble or otherwise reverse engineer Redistributables, or (iv) redistribute any copy or portion of the Redistributables to any third party, except as part of the onward sale of the Device on which the Redistributables are installed;

(viii) Licensee shall not and shall cause that its Affiliates or Contractors shall not use Licensed Software in any Prohibited Combination, unless Licensee has received an advance written permission from The Qt Company to do so. Absent such written permission, any and all distribution by the Licensee during the Term of a hardware device or product a) which incorporate or integrate any part of Licensed Software or Open Source Qt; or b) where the main user interface or substantial functionality is provided by software built with Licensed Software or Open Source Qt or otherwise depends on the Licensed Software or Open Source Qt, shall be considered to be Device distribution under this Agreement and shall be dependent on Licensee's compliance thereof (including but not limited to obligation to pay applicable License Fees for such distribution). Notwithstanding what is provided above in this sub-section (viii), Licensee is entitled to use and combine Licensed Software with any Permitted Software;

(ix) Licensee shall cause all of its Affiliates and Contractors entitled to make use of the licenses granted under this Agreement, to be contractually bound to comply with the relevant terms of this Agreement and not to use the Licensed Software beyond the terms hereof and for any purposes other than operating within the scope of their services for Licensee. Licensee shall be responsible for any and all actions and omissions of its Affiliates and Contractors relating to the Licensed Software and use thereof (including but not limited to payment of all applicable License Fees);

(x) Except when and to the extent explicitly provided in this Section 3, Licensee shall not transfer, publish, disclose, display or otherwise make available the Licensed Software; and

(xi) Licensee shall not attempt or enlist a third party to conduct or attempt to conduct any of the above.

Above terms shall not be applicable if and to the extent they conflict with any mandatory provisions of any applicable laws. Any use of Licensed Software beyond the provisions of this Agreement is strictly prohibited and requires an additional license from The Qt Company.
4. THIRD-PARTY SOFTWARE

The Licensed Software may provide links to third party libraries or code (collectively "Third-Party Software") to implement various functions. Third-Party Software does not comprise part of the Licensed Software. In some cases, access to Third-Party Software may be included with the Licensed Software. Such Third-Party Software will be listed in the "/src/3rdparty" source tree delivered with the Licensed Software or documented in the Licensed Software, as such may be amended from time to time. Licensee acknowledges that use or distribution of Third-Party Software is in all respects subject to applicable license terms of applicable third-party right holders.

5. PRE-RELEASE CODE

The Licensed Software may contain pre-release code and functionality, or sample code marked or otherwise stated with appropriate designation such as "Technology Preview", "Alpha", "Beta", "Sample" etc. ("Pre-Release Code").

Such Pre-Release Code may be present complimentary for the Licensee, in order to provide experimental support or information for new platforms or preliminary versions of one or more new functionalities or for other similar reasons. The Pre-Release Code may not be at the level of performance and compatibility of a final, generally available, product offering. The Pre-Release Code may not operate correctly, may contain errors and may be substantially modified by The Qt Company prior to the first commercial product release, if any. The Qt Company is under no obligation to make Pre-Release Code commercially available, or provide any Support or Updates relating thereto. The Qt Company assumes no liability whatsoever regarding any Pre-Release Code, but any use thereof is exclusively at Licensee's own risk and expense.

For clarity, unless Licensed Software specifies different license terms for the respective Pre-Release Code, the Licensee is entitled to use such pre-release code pursuant to Section 3, just like other Licensed Software, provided however that in the event Add-on Products are included and available as such Pre-Release Code, Licensee's right to use such Add-on Products is nevertheless subject to and conditional upon conclusion of separate agreement with The Qt Company.

6. LIMITED WARRANTY AND WARRANTY DISCLAIMER

The Qt Company hereby represents and warrants that it has the power and authority to grant the rights and licenses granted to Licensee under this Agreement.

Except as set forth above, the Licensed Software is licensed to Licensee "as is" and Licensee's exclusive remedy and The Qt Company's entire liability for errors in the Licensed Software shall be limited, at The Qt Company's option, to correction of the error, replacement of the Licensed Software or
return of the applicable fees paid for the defective Licensed Software for the time period during which the Licensee is not able to utilize the Licensed Software under the terms of this Agreement.

TO THE MAXIMUM EXTENT PERMITTED BY APPLICABLE LAW, THE QT COMPANY ON BEHALF OF ITSELF AND ITS LICENSORS, SUPPLIERS AND AFFILIATES, DISCLAIMS ALL OTHER WARRANTIES, EXPRESS OR IMPLIED, INCLUDING, BUT NOT LIMITED TO, ANY IMPLIED WARRANTIES OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE, TITLE AND NON-INFRINGEMENT WITH REGARD TO THE LICENSED SOFTWARE. THE QT COMPANY DOES NOT WARRANT THAT THE LICENSED SOFTWARE WILL SATISFY LICENSEE'S REQUIREMENTS OR THAT IT WILL OPERATE WITHOUT DEFECT OR ERROR OR THAT THE OPERATION THEREOF WILL BE UNINTERRUPTED.

7. INDEMNIFICATION AND LIMITATION OF LIABILITY

7.1. Limitation of Liability
EXCEPT FOR (I) CASES OF GROSS NEGLIGENCE OR INTENTIONAL MISCONDUCT, AND (II) BREACH OF CONFIDENTIALITY, AND TO THE EXTENT PERMITTED BY APPLICABLE LAW, IN NO EVENT SHALL EITHER PARTY BE LIABLE TO THE OTHER PARTY FOR ANY LOSS OF PROFIT, LOSS OF DATA, LOSS OF BUSINESS OR GOODWILL OR ANY OTHER INDIRECT, SPECIAL, CONSEQUENTIAL, INCIDENTAL OR PUNITIVE COST, DAMAGES OR EXPENSE OF ANY KIND, HOWSOEVER ARISING UNDER OR IN CONNECTION WITH THIS AGREEMENT.

EXCEPT FOR (I) CASES OF GROSS NEGLIGENCE OR INTENTIONAL MISCONDUCT, AND (II) BREACH OF CONFIDENTIALITY, AND TO THE EXTENT PERMITTED BY APPLICABLE LAW, IN NO EVENT SHALL EITHER PARTY'S TOTAL AGGREGATE LIABILITY UNDER THIS AGREEMENT EXCEED THE AGGREGATE LICENSE FEES PAID OR PAYABLE TO THE QT COMPANY FROM LICENSEE DURING THE PERIOD OF TWELVE (12) MONTHS IMMEDIATELY PRECEDING THE EVENT RESULTING IN SUCH LIABILITY.

THE PROVISIONS OF THIS SECTION 7 ALLOCATE THE RISKS UNDER THIS AGREEMENT BETWEEN THE QT COMPANY AND LICENSEE AND THE PARTIES HAVE RELIED UPON THE LIMITATIONS SET FORTH HEREIN IN DETERMINING WHETHER TO ENTER INTO THIS AGREEMENT.

NOTWITHSTANDING ANYTHING TO THE CONTRARY IN THIS AGREEMENT, LICENSEE SHALL ALWAYS BE LIABLE TO PAY THE APPLICABLE LICENSE FEES CORRESPONDING TO ITS ACTUAL USE OF LICENSED SOFTWARE.

8. SUPPORT, UPDATES AND ONLINE SERVICES

Upon due payment of the agreed License Fees the Licensee will be eligible to receive Support and Updates and to use the Online Services during the License Term, provided, however, that in the event the License Term is longer than 36 months, the initial payment includes Support for only the first 12 months, unless the Parties specifically otherwise agree.

Unless otherwise decided by The Company at its free and absolute discretion,
Upgrades will not be included in the Support but may be available subject to additional fees.

From time to time The Qt Company may change the Support terms, provided that during the respective ongoing License Term the level of Support provided by The Qt Company may not be reduced without the consent of the Licensee.

Unless otherwise agreed, The Qt Company shall not be responsible for providing any service or support to Customers.

9. CONFIDENTIALITY

Each Party acknowledges that during the Term of this Agreement each Party may receive information about the other Party's business, business methods, business plans, customers, business relations, technology, and other information, including the terms of this Agreement, that is confidential and of great value to the other Party, and the value of which would be significantly reduced if disclosed to third parties ("Confidential Information"). Accordingly, when a Party (the "Receiving Party") receives Confidential Information from the other Party (the "Disclosing Party"), the Receiving Party shall only disclose such information to employees and Contractors on a need to know basis, and shall cause its employees and employees of its Affiliates to: (i) maintain any and all Confidential Information in confidence; (ii) not disclose the Confidential Information to a third party without the Disclosing Party's prior written approval; and (iii) not, directly or indirectly, use the Confidential Information for any purpose other than for exercising its rights and fulfilling its responsibilities pursuant to this Agreement. Each Party shall take reasonable measures to protect the Confidential Information of the other Party, which measures shall not be less than the measures taken by such Party to protect its own confidential and proprietary information.

Obligation of confidentiality shall not apply to information that (i) is or becomes generally known to the public through no act or omission of the Receiving Party; (ii) was in the Receiving Party's lawful possession prior to the disclosure hereunder and was not subject to limitations on disclosure or use; (iii) is developed independently by employees or Contractors of the Receiving Party or other persons working for the Receiving Party who have not had access to the Confidential Information of the Disclosing Party, as proven by the written records of the Receiving Party; (iv) is lawfully disclosed to the Receiving Party without restrictions, by a third party not under an obligation of confidentiality; or (v) the Receiving Party is legally compelled to disclose, in which case the Receiving Party shall notify the Disclosing Party of such compelled disclosure and assert the privileged and confidential nature of the information and cooperate fully with the Disclosing Party to limit the scope of disclosure and the dissemination of disclosed Confidential Information to the minimum extent necessary.
The obligations under this Section 9 shall continue to remain in force for a period of five (5) years after the last disclosure, and, with respect to trade secrets, for so long as such trade secrets are protected under applicable trade secret laws.

10. FEES, DELIVERY AND PAYMENT

10.1. License Fees
License Fees are described in The Qt Company's standard price list, quote or Purchase Order confirmation or in an appendix hereto, as the case may be.

The License Fees shall not be refunded or claimed as a credit in any event or for any reason whatsoever.

10.2. Ordering Licenses
Licensee may purchase Development Licenses and Distribution Licenses pursuant to agreed pricing terms or, if no specific pricing terms have been agreed upon, at The Qt Company's standard pricing terms applicable at the time of purchase. Unless specifically otherwise provided, any pricing terms referenced in this Agreement shall be valid for twelve (12) months from the date of this Agreement.

Licensee shall submit all purchase orders for Development Licenses and Distribution Licenses to The Qt Company by email or any other method acceptable to The Qt Company (each such order is referred to herein as a "Purchase Order") for confirmation, whereupon the Purchase Order shall become binding between the Parties.

10.3. Distribution License Packs
Unless otherwise agreed, Distribution Licenses shall be purchased by way of Distribution License Packs.

Upon due payment of the ordered Distribution License Pack(s), the Licensee will have an account of Distribution Licenses available for distributing the Redistributables in accordance with this Agreement.

Each time Licensee distributes a copy of Redistributables, then one Distribution License is used, and Licensee's account of available Distribution Licenses is decreased accordingly.

Licensee may distribute copies of the Redistributables so long as Licensee has Distribution Licenses remaining on its account.

10.4. Payment Terms
License Fees and any other charges under this Agreement shall be paid by Licensee no later than thirty (30) days from the date of the applicable invoice from The Qt Company.
The Qt Company will submit an invoice to Licensee after the date of this Agreement and/or after The Qt Company receives a Purchase Order from Licensee.

A late payment charge of the lower of (a) one percent per month; or (b) the interest rate stipulated by applicable law, shall be charged on any unpaid balances that remain past due.

10.5. Taxes
All License Fees and other charges payable hereunder are gross amounts but exclusive of any value added tax, use tax, sales tax, withholding tax and other taxes, duties or tariffs ("Taxes") levied directly for the sale, delivery or use of Licensed Software hereunder pursuant to any applicable law. Such applicable Taxes shall be paid by Licensee to The Qt Company, or, where applicable, in lieu of payment of such Taxes to The Qt Company, Licensee shall provide an exemption certificate to The Qt Company and any applicable authority.

11. RECORD-KEEPING AND REPORTING OBLIGATIONS; AUDIT RIGHTS

11.1. Licensee's Record-keeping
Licensee shall at all times during the Term of this Agreement and for a period of seven (7) years thereafter maintain Licensee's Records in an accurate and up-to-date form. Licensee's Records shall be adequate to reasonably enable The Qt Company to determine Licensee's compliance with the provisions of this Agreement. The records shall conform to general good accounting practices.

Licensee shall, within thirty (30) days from receiving The Qt Company's request to that effect, deliver to The Qt Company a report based on Licensee's Records, such report to contain information, in sufficient detail, on (i) number and identity of users working with Licensed Software or Open Source Qt, (ii) copies of Redistributables distributed by Licensee during the most recent calendar quarter and/or any other term specified by The Qt Company, (iii) number of undistributed copies of Redistributables and corresponding number of unused Distribution Licenses remaining on Licensee's account, and (iv) any other information as The Qt Company may reasonably require from time to time.

11.2. The Qt Company's Audit Rights
The Qt Company or an independent auditor acting on behalf of The Qt Company's, may, upon at least five (5) business days' prior written notice and at its expense, audit Licensee with respect to the Licensee's use of the Licensed Software, but not more frequently than once during each 6-month period. Such audit may be conducted by mail, electronic means or through an in-person visit to Licensee's place of business. Any such in-person audit shall be conducted during regular business hours at Licensee's facilities and shall not unreasonably interfere with Licensee's business activities. The Qt Company or the independent auditor acting on
behalf of The Qt Company shall be entitled to inspect Licensee's Records and conduct necessary interviews of Licensee's relevant employees and Contractors. All such Licensee's Records and use thereof shall be subject to an obligation of confidentiality under this Agreement.

If an audit reveals that Licensee is using the Licensed Software beyond scope of the licenses Licensee has paid for, Licensee agrees to pay The Qt Company any amounts owed for such unauthorized use within 30 days from receipt of the corresponding invoice from The Qt Company.

In addition, in the event the audit reveals a material violation of the terms of this Agreement (without limitation, either (i) underpayment of more than 10% of License Fees or 10,000 euros (whichever is more) or (ii) distribution of products, which include or result from Prohibited Combination, shall be deemed a material violation for purposes of this section), then the Licensee shall pay The Qt Company's reasonable cost of conducting such audit.

12. TERM AND TERMINATION
12.1. Agreement Term
This Agreement shall enter into force upon due acceptance by both Parties and remain in force for as long as there is any Development License(s) purchased under this Agreement in force ("Term"), unless and until terminated pursuant to the terms of this Section 12.

12.2. Termination and suspension of rights
Either Party shall have the right to terminate this Agreement upon thirty (30) days prior written notice if the other Party commits a material breach of any obligation of this Agreement and fails to remedy such breach within such notice period.

Instead of termination, The Qt Company shall have the right to suspend or withhold grants of all rights to the Licensed Software hereunder, including but not limited to the Development Licenses, Distribution License, and Support, should Licensee fail to make payment in timely fashion or otherwise violates or is reasonably suspected to violate its obligations or terms of this Agreement, and where such violation or breach is not cured within five (5) business days following The Qt Company's written notice thereof.

12.3. Mutual Right to Terminate
Either Party shall have the right to terminate this Agreement immediately upon written notice in the event that the other Party becomes insolvent, files for any form of bankruptcy, makes any assignment for the benefit of creditors, has a receiver, administrative receiver or officer appointed over the whole or a substantial part of its assets, ceases to conduct business, or an act equivalent to any of the above occurs under the laws of the jurisdiction of the other Party.
12.4. Parties' Rights and Duties upon Termination
Upon expiry or termination of the Agreement, Licensee shall cease and shall cause all Designated Users (including those of its Affiliates' and Contractors') to cease using the Licensed Software and distribution of the Redistributables under this Agreement.

Notwithstanding the above, in the event the Agreement expires or is terminated:
(i) as a result of The Qt Company choosing not to renew the Development License(s) as set forth in Section 3.1, then all valid licenses possessed by the Licensee at such date shall be extended to be valid in perpetuity under the terms of this Agreement and Licensee is entitled to purchase additional licenses as set forth in Section 10.2; or
(ii) for reason other than by The Qt Company pursuant to item (i) above or pursuant to Section 12.2, then the Licensee is entitled, for a period of six (6) months after the effective date of termination, to continue distribution of Devices under the Distribution Licenses paid but unused at such effective date of termination.

Upon any such termination the Licensee shall destroy or return to The Qt Company all copies of the Licensed Software and all related materials and will certify the same to The Qt Company upon its request, provided however that Licensee may retain and exploit such copies of the Licensed Software as it may reasonably require in providing continued support to Customers.

Expiry or termination of this Agreement for any reason whatsoever shall not relieve Licensee of its obligation to pay any License Fees accrued or payable to The Qt Company prior to the effective date of termination, and Licensee shall immediately pay to The Qt Company all such fees upon the effective date of termination. Termination of this Agreement shall not affect any rights of Customers to continue use of Applications and Devices (and therein incorporated Redistributables).

12.5. Extension in case of bankruptcy
In the event The Qt Company is declared bankrupt under a final, non-cancellable decision by relevant court of law, and this Agreement is not, at the date of expiry of the Development License(s) pursuant to Section 3.1, assigned to party, who has assumed The Qt Company's position as a legitimate licensor of Licensed Software under this Agreement, then all valid licenses possessed by the Licensee at such date of expiry, and which the Licensee has not notified for expiry, shall be extended to be valid in perpetuity under the terms of this Agreement.

13. GOVERNING LAW AND LEGAL VENUE

In the event this Agreement is in the name of The Qt Company Inc., a Delaware Corporation, then:
(i) this Agreement shall be construed and interpreted in accordance with the laws of the State of California, USA, excluding its choice of law provisions;
(ii) the United Nations Convention on Contracts for the International Sale of Goods will not apply to this Agreement; and
(iii) any dispute, claim or controversy arising out of or relating to this Agreement or the breach, termination, enforcement, interpretation or validity thereof, including the determination of the scope or applicability of this Agreement to arbitrate, shall be determined by arbitration in San Francisco, USA, before one arbitrator. The arbitration shall be administered by JAMS pursuant to JAMS’ Streamlined Arbitration Rules and Procedures. Judgment on the Award may be entered in any court having jurisdiction. This Section shall not preclude parties from seeking provisional remedies in aid of arbitration from a court of appropriate jurisdiction.

In the event this Agreement is in the name of The Qt Company Ltd., a Finnish Company, then:
(i) this Agreement shall be construed and interpreted in accordance with the laws of Finland, excluding its choice of law provisions;
(ii) the United Nations Convention on Contracts for the International Sale of Goods will not apply to this Agreement; and
(iii) any disputes, controversy or claim arising out of or relating to this Agreement, or the breach, termination or validity thereof shall be finally settled by arbitration in accordance with the Arbitration Rules of Finland Chamber of Commerce. The arbitration tribunal shall consist of one (1), or if either Party so requires, of three (3), arbitrators. The award shall be final and binding and enforceable in any court of competent jurisdiction. The arbitration shall be held in Helsinki, Finland and the process shall be conducted in the English language. This Section shall not preclude parties from seeking provisional remedies in aid of arbitration from a court of appropriate jurisdiction.

14. GENERAL PROVISIONS

14.1. No Assignment
Except in the case of a merger or sale of substantially all of its corporate assets, Licensee shall not be entitled to assign or transfer all or any of its rights, benefits and obligations under this Agreement without the prior written consent of The Qt Company, which shall not be unreasonably withheld or delayed. The Qt Company shall be entitled to freely assign or transfer any of its rights, benefits or obligations under this Agreement.

14.2. No Third-Party Representations
Licensee shall make no representations or warranties concerning the Licensed Software on behalf of The Qt Company. Any representation or warranty Licensee makes or purports to make on The Qt Company's behalf shall be void as to The
Qt Company.

14.3. Surviving Sections
Any terms and conditions that by their nature or otherwise reasonably should survive termination of this Agreement shall so be deemed to survive. Such sections include especially the following: 1, 2, 6, 7, 9, 11, 12.4, 13 and 14.

14.4. Entire Agreement
This Agreement, the exhibits hereto, the License Certificate and any applicable Purchase Order accepted by The Qt Company constitute the complete agreement between the Parties and supersedes all prior or contemporaneous discussions, representations, and proposals, written or oral, with respect to the subject matters discussed herein.

In the event of any conflict or inconsistency between this Agreement and any Purchase Order, the terms of this Agreement will prevail over the terms of the Purchase Order with respect to such conflict or inconsistency.

Parties specifically acknowledge and agree that this Agreement prevails over any click-to-accept or similar agreements the Designated Users may need to accept online upon download of the Licensed Software, as may be required by The Qt Company’s applicable processes relating to Licensed Software.

14.5. Modifications
No modification of this Agreement shall be effective unless contained in a writing executed by an authorized representative of each Party. No term or condition contained in Licensee’s Purchase Order ("Deviating Terms") shall apply unless The Qt Company has expressly agreed such Deviating Terms in writing. Unless and to the extent expressly agreed by The Qt Company, any such Deviating Terms shall be deemed void and with no legal effect. For clarity, delivery of the Licensed Software following the receipt of the Purchase Order including Deviating Terms shall not constitute acceptance of such Deviating Terms."

14.6. Force Majeure
Except for the payment obligations hereunder, neither Party shall be liable to the other for any delay or non-performance of its obligations hereunder in the event and to the extent that such delay or non-performance is due to an event of act of God, terrorist attack or other similar unforeseeable catastrophic event that prevents either Party for fulfilling its obligations under this Agreement and which such Party cannot avoid or circumvent ("Force Majeure Event"). If the Force Majeure Event results in a delay or non-performance of a Party for a period of three (3) months or longer, then either Party shall have the right to terminate this Agreement with immediate effect without any liability (except for the obligations of payment arising prior to the event of Force Majeure) towards the other Party.
14.7. Notices
Any notice given by one Party to the other shall be deemed properly given and deemed received if specifically acknowledged by the receiving Party in writing or when successfully delivered to the recipient by hand, fax, or special courier during normal business hours on a business day to the addresses specified for each Party on the signature page. Each communication and document made or delivered by one Party to the other Party pursuant to this Agreement shall be in the English language.

14.8. Export Control
Licensee acknowledges that the Redistributables, as incorporated in Applications or Devices, may be subject to export control restrictions under the applicable laws of respective countries. Licensee shall fully comply with all applicable export license restrictions and requirements as well as with all laws and regulations relating to the Redistributables and exercise of licenses hereunder and shall procure all necessary governmental authorizations, including without limitation, all necessary licenses, approvals, permissions or consents, where necessary for the re-exportation of the Redistributables, Applications and/or Devices.

14.9. No Implied License
There are no implied licenses or other implied rights granted under this Agreement, and all rights, save for those expressly granted hereunder, shall remain with The Qt Company and its licensors. In addition, no licenses or immunities are granted to the combination of the Licensed Software with any other software or hardware not delivered by The Qt Company under this Agreement.

14.10. Attorney Fees
The prevailing Party in any action to enforce this Agreement shall be entitled to recover its attorney's fees and costs in connection with such action.

14.11. Privacy
Licensee acknowledges and agrees that for the purpose of this Agreement, The Qt Company may collect, use, transfer and disclose personal data pertaining to Designated Users as well as any other employees and directors of the Licensee and its Contractors relevant for carrying out the intent of this Agreement. Such personal data may be collected from the Licensee or directly from the relevant individuals. The Parties acknowledge that with regard to such personal data processed hereunder, The Qt Company shall be regarded as the Data Controller under the applicable Data Protection Legislation. The Qt Company shall process any such personal data in accordance with its privacy policies and practices, which will comply with all applicable requirements of the Data Protection Legislation.

14.12. Severability
If any provision of this Agreement shall be adjudged by any court of competent jurisdiction to be unenforceable or invalid, that provision shall be limited or eliminated to the minimum extent necessary so that this Agreement shall otherwise remain in full force and effect and enforceable.

APPENDICES

The Agreement includes Appendix 1, and possibly one or more of the appendices 3-5, depending on the product(s) purchased by the Licensee, what is stated in the quote or invoice, and/or what is stated in the Licensee’s License Certificate.

APPENDIX 1

The modules and/or tools that are included in the respective product - Qt for Application Development (QtAD), Qt for Device Creation (QtDC), Qt for MCUs (QtMCU), Qt 3D Studio (Qt3DS) and Qt Design Studio (QtDS) - are marked with ‘X’ in the below table.

Parts of the product that are permitted for distribution in object-code form only (’Redistributables’) are marked with ‘R’ in the below table.

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+-----------------------------------------------------------------------+
| Qt GUI                           | X, R | X, R |       |       |      |
+-----------------------------------------------------------------------+
| Qt Multimedia                   | X, R | X, R |       |       |      |
+-----------------------------------------------------------------------+
| Qt Multimedia Widgets           | X, R | X, R |       |       |      |
+-----------------------------------------------------------------------+
| Qt Network                      | X, R | X, R |       |       |      |
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| Qt QML                          | X, R | X, R |       |       |      |
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| Qt Quick                        | X, R | X, R |       |       |      |
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| Qt Quick Controls 2             | X, R | X, R |       |       |      |
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| Qt Quick Dialogs                | X, R | X, R |       |       |      |
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| Qt Quick Layouts                | X, R | X, R |       |       |      |
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| Qt Quick Test                   | X, R | X, R |       |       |      |
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| Qt SQL                          | X, R | X, R |       |       |      |
| Qt Test                | X, R | X, R |       |       |      |
|------------------------+------|------|-------|-------|------|
| Qt Widgets             | X, R | X, R |       |       |      |
| Active Qt              | X, R | X, R |       |       |      |
| Qt 3D                  | X, R | X, R |       |       |      |
| Qt Android Extras      | X, R | X, R |       |       |      |
| Qt Bluetooth           | X, R | X, R |       |       |      |
| Qt Canvas 3D           | X, R | X, R |       |       |      |
| Qt Concurrent          | X, R | X, R |       |       |      |
| Qt D-Bus               | X, R | X, R |       |       |      |
| Qt Gamepad             | X, R | X, R |       |       |      |
| Qt Graphical Effects   | X, R | X, R |       |       |      |
| Qt Help                | X, R | X, R |       |       |      |
| Qt Image Formats       | X, R | X, R |       |       |      |
| Qt Location            | X, R | X, R |       |       |      |
| Qt Mac Extras          | X, R | X, R |       |       |      |
| Qt Network Authorization| X, R | X, R |       |       |      |
| Qt NFC                 | X, R | X, R |       |       |      |
| Qt Platform Headers    | X, R | X, R |       |       |      |
| Qt Positioning         | X, R | X, R |       |       |      |
| Qt Print Support       | X, R | X, R |       |       |      |
| Qt Purchasing          | X, R | X, R |       |       |      |
| Qt for Python          | X, R | X, R |       |       |      |
| Qt Quick Controls      | X, R | X, R |       |       |      |
| Qt Quick Extras        | X, R | X, R |       |       |      |
| Qt Quick Widgets | X, R | X, R |   |   |   |
| Qt SCXML        | X, R | X, R |   |   |   |
| Qt Sensors      | X, R | X, R |   |   |   |
| Qt Serial Bus   | X, R | X, R |   |   |   |
| Qt Serial Port  | X, R | X, R |   |   |   |
| Qt Speech       | X, R | X, R |   |   |   |
| Qt SVG          | X, R | X, R |   |   |   |
| Qt UI Tools     | X, R | X, R |   |   |   |
| Qt WebChannel   | X, R | X, R |   |   |   |
| Qt WebEngine    | X, R | X, R |   |   |   |
| Qt WebSockets   | X, R | X, R |   |   |   |
| Qt WebView      | X, R | X, R |   |   |   |
| Qt Windows Extras | X, R | X, R |   |   |   |
| Qt X11 Extras   | X, R | X, R |   |   |   |
| Qt XML          | X, R | X, R |   |   |   |
| Qt XML Patterns | X, R | X, R |   |   |   |
| Qt Wayland Compositor | X, R | X, R |   |   |   |
| Qt Charts       | X, R | X, R |   |   |   |
| Qt Data visualization | X, R | X, R |   |   |   |
| Qt Virtual Keyboard | X, R | X, R |   |   |   |
| Boot 2 Qt stack | X, R |   |   |   |   |
| Qt OTA          | X, R |   |   |   |   |
| Device Utilities | X, R |   |   |   |   |
| Qt Debugging Bridge (QDB) Daemon | X, R |   |   |   |   |
| Qt Quick Ultralite Controls | | | X, R | | |
| Qt Quick Ultralite | | | X, R | | |
| Qt Creator | X | X | X | | |
| Qt Designer (Qt Widget Designer) | X | X | | | |
| Qt Quick Designer (Qt Creator plugin) | | | | | |
| Qt Linguist | X | X | X | | |
| Qt Assistant | X | X | X | | |
| Lupdate | X | X | X | | |
| Lrelease | X | X | X | | |
| Qmake | X | X | | | |
| Uic | X | X | | | |
| Rcc | X | X | | | |
| Qlalr | X | X | | | |
| Qdoc | X | X | | | |
| Qmlscene | X | X | | | |
| Qmlviewer | X | X | | | |
| Target toolchains | | X | X | | |
| Qt Debugging Bridge (QDB) Host | | X | | | |
| Tools | | | | | |
| qtconfig-gui | X | | | |
| Qt Emulator | | X | | | |
| Qmlinterfacegenerator | | | X | | |
| Qmltoocpp | | | X | | |
| qulfontcompiler | | | X | | |
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<th>Qt Safe Renderer</th>
<th>Qt Application Manager</th>
<th>Qt IVI</th>
<th>Reference UI</th>
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^tools/utils/qtcreator/
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medium customarily used for software interchange.

If distribution of object code is made by offering access to copy
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source code from the same place satisfies the requirement to
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Whether this is true is especially significant if the work can be
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If such an object file uses only numerical parameters, data
structure layouts and accessors, and small macros and small inline
functions (ten lines or less in length), then the use of the object file is unrestricted, regardless of whether it is legally a derivative work. (Executables containing this object code plus portions of the Library will still fall under Section 6.)

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

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## Change Log

### v25.0.1 (2019/01/10 19:29 +00:00)
- [f1c835b](https://github.com/davglass/license-checker/commit/f1c835b991b65dc928eae64c29b73df9e703169) Updated readme with new args (@davglass)
- [ada667f](https://github.com/davglass/license-checker/commit/ada667f28e8ef4e96b5b6059fe05541d05ca936c) changelog (@davglass)
- [7813f0d](https://github.com/davglass/license-checker/commit/7813f0db3b51f7cc4cd37d8e7b4670f9005fed06) contrib (@davglass)

### v25.0.0 (2019/01/10 15:09 +00:00)
- [cdb77d9](https://github.com/davglass/license-checker/commit/cdb77d9a2b36cd87503f32265a0ee388b25c24ae) 25.0.0 (@davglass)
- [b897345](https://github.com/davglass/license-checker/commit/b89734549bc05fb5e143083df66d3959d87eb2b8) [Fixes #136] Document --start option and add the depth option for looking into root dependencies or infinitely (@davglass)
- [#185](https://github.com/davglass/license-checker/pull/185) Merge pull request #185 from theboolean/fix/exclude-packages-and-private (@theboolean)
- [#184](https://github.com/davglass/license-checker/pull/184) Merge pull request #184 from theboolean/docs/fix-typo (@theboolean)
- [987a60f](https://github.com/davglass/license-checker/commit/987a60fbb58052cf36d5a80e6252e81136bb1dd8) changes 24.1.0 (@davglass)

### v24.1.0 (2018/12/14 20:54 +00:00)
- [18ab8a1](https://github.com/davglass/license-checker/commit/18ab8a1eb478d1354429ca4318c1df3de3e4cb1) 24.1.0 (@davglass)
- [1dca0f6](https://github.com/davglass/license-checker/commit/1dca0f616aebdef2d398c130a2a4f86c2b4e88c8) Changelog (@davglass)
- [#188](https://github.com/davglass/license-checker/pull/188) Fix for #153: remove deprecated package 'spdx' (#188) (@rogierschouten)
- [d1d34b1](https://github.com/davglass/license-checker/commit/d1d34b1a8894987807419c093c3ec10b4f06db3d) Fix typo in package.json description (@theboolean)
- [f5c9008](https://github.com/davglass/license-checker/commit/f5c9008a6d20b503e21c0d8130e52be526a5bfe8) Fix: Allow excluding packages and private packages together (@theboolean)
- [98c4dc6](https://github.com/davglass/license-checker/commit/98c4dc670fdebb6e58b62b38ebcb12302e5b1db5) changes (@davglass)

### v24.0.1 (2018/10/11 16:40 +00:00)
- [d72ae8](https://github.com/davglass/license-checker/commit/d72ae8bcb80d8582e6d12c5e2664e9c19135709)
24.0.1 (@davglass)
- [9433e64](https://github.com/davglass/license-checker/commit/9433e640ea9f629aad5f00c224a9f61026b8116d) [Fixes #181] - Removed extra line break with --cvs (@davglass)
- [65baa28](https://github.com/davglass/license-checker/commit/65baa28f532f87eb75a32578c7ac5837806d12f) contrib and changes (@davglass)

### v24.0.0 (2018/10/09 21:12 +00:00)
- [84d64a2](https://github.com/davglass/license-checker/commit/84d64a28fa971c3bfb2b9e9de27cafebe6e8481b) 24.0.0 (@davglass)
- [#180](https://github.com/davglass/license-checker/pull/180) Feature: Exclude Private Packages (#180) (Jonny Reeves)
- [#179](https://github.com/davglass/license-checker/pull/179) Merge pull request #179 from jonny-improbable/fix/filtering (@jonny-improbable)
- [179077d](https://github.com/davglass/license-checker/commit/179077d079acbcd0183aa6691cfe5c2ec0f93f07) Fixes 176, Packages are not ignored when using --onlyAllow and --excludePackages. (@jonny-improbable)
- [890ca17](https://github.com/davglass/license-checker/commit/890ca17d179be43a6ceb7ef962d69d1521dc9ac2) changelog (@davglass)

### v23.0.0 (2018/10/09 14:37 +00:00)
- [f2c6611](https://github.com/davglass/license-checker/commit/f2c6611d6c68e50b2b6f56260026837e7167f44a) Fixes #177, --packages and --excludePackages filtering (@jonny-improbable)
- [0a598df](https://github.com/davglass/license-checker/commit/0a598df55c3ec33803ef33be07cc47a910cee961) Add an excludePackages option (@fzaninotto)
- [ee723af](https://github.com/davglass/license-checker/commit/ee723af79899a4d98ed067494a58f6aa41a44ac7) changes (@davglass)

### v22.0.0 (2018/10/08 19:00 +00:00)
- [bd398c3](https://github.com/davglass/license-checker/commit/bd398c3bce6da33838a226ddf8e8c412535390d4) 22.0.0 (@davglass)
- [#172](https://github.com/davglass/license-checker/pull/172) Merge pull request #172 from fzaninotto/exclude-packages (@fzaninotto)
- [014fd96](https://github.com/davglass/license-checker/commit/014fd9613fe5460e0b7a0fc118a659a337e25e2c) added changes (@davglass)

### v21.0.0 (2018/06/06 13:24 +00:00)
- [d75fe43](https://github.com/davglass/license-checker/commit/d75fe43d61a9d5b6696d71a663e25a53f3d344f7) 21.0.0 (@davglass)
- [05cb221](https://github.com/davglass/license-checker/commit/05cb221359de4ffe1039f586cd9e8fb7cb9d6398) [Fixes #174] - Moved private and unknown detection above filtering (@davglass)
- [b1d5700](https://github.com/davglass/license-checker/commit/b1d570088236dfb90253bdac27763523b2e74ff) Add an excludePackages option (@fzaninotto)
- [231bd3f](https://github.com/davglass/license-checker/commit/231bd3f2412507be1d702ad100b23c1b1fe93602)
updated readme (@davglass)
- [6c61a7b](https://github.com/davglass/license-checker/commit/6c61a7bd102466c702065d42706392c11717cc1d) changelog (@davglass)

### v20.2.0 (2018/07/30 13:49 +00:00)
- [28dc521](https://github.com/davglass/license-checker/commit/28dc5218dec3340778bd801593275ad1b222e53f) 20.2.0 (@davglass)
- [169](https://github.com/davglass/license-checker/pull/169) Merge pull request #169 from codepunkt/restrict_packages (@codepunkt)
- [5e4b274](https://github.com/davglass/license-checker/commit/5e4b274e955485fb2aba37e65f9ec913b8042f38d) refactor: restore previous code style (@codepunkt)
- [0f53922](https://github.com/davglass/license-checker/commit/0f53922088be0b0df4f8db7ea884b53d0137e45) feat: allow restricting output to specified packages (@codepunkt)
- [5f63f87](https://github.com/davglass/license-checker/commit/5f63f8766a17e589b57db99bda4eb54d91b85b77) changes and contrib (@davglass)

### v20.1.0 (2018/06/07 14:33 +00:00)
- [970882a](https://github.com/davglass/license-checker/commit/970882a09b345c7f32496431e5ca4c069ad7e320) 20.1.0 (@davglass)
- [165](https://github.com/davglass/license-checker/pull/165) Merge pull request #165 from santiagocanti/fix-exclude-not-adding-custom-licenses (@santiagocanti)
- [89e48a9](https://github.com/davglass/license-checker/commit/89e48a9d3d0c9f2e48bfe0e0dc3563ce4b652e22) Fix exclude not including custom licenses (@santiagocanti)

### v20.0.0 (2018/05/17 14:14 +00:00)
- [0e89310](https://github.com/davglass/license-checker/commit/0e8931021df777cb401d9a332fa2a8c9a2c49eb2) 20.0.0 (@davglass)
- [c36a5c9](https://github.com/davglass/license-checker/commit/c36a5c99bb4f68816e4e19cad5090ba3c7ba67a4) changes (@davglass)
- [ccb66f3](https://github.com/davglass/license-checker/commit/ccb66f3410a4589e6f2b7cf1c3aefb1446bab460) contributors (@davglass)
- [156](https://github.com/davglass/license-checker/pull/156) Merge pull request #156 from zodiac403/z4/copyright (@zodiac403)
- [56414b4](https://github.com/davglass/license-checker/commit/56414b4a67cb25b88eb8cc05b0ba712b677dc2) Add unit test for Copyright statement. (@zodiac403)
- [3eafe24](https://github.com/davglass/license-checker/commit/3eafe249ad662af727a9b7472f7ad6c1b9a73ade) fixing test coverage with switch to nyc from istanbul (@davglass)

### v19.0.0 (2018/04/30 14:51 +00:00)
- [7e83a06](https://github.com/davglass/license-checker/commit/7e83a069d23c104c3cd8257eb6466704ecca465) 19.0.0 (@davglass)
- [e5eb49b](https://github.com/davglass/license-checker/commit/e5eb49bcb5546dbc681f736f159d63908cd39ce9) upgrading packages (@davglass)
- [442ae6](https://github.com/davglass/license-checker/commit/442ae69b5d44e47bdf2e441c4e1f86d387e49c6) Changlog (@davglass)
### v18.1.0 (2018/04/30 14:16 +00:00)
- [82ec91b](https://github.com/davglass/license-checker/commit/82ec91bb02e6bf998164b62b4aa827198156ad4c) 18.1.0 (@davglass)
- [4b546d3](https://github.com/davglass/license-checker/commit/4b546d38ce91bcbe8d21e7bc53e44635b0447fc2) contrib (@davglass)
- [#155](https://github.com/davglass/license-checker/pull/155) Merge pull request #155 from ktmouk/supress-path-property (@ktmouk)
- [#160](https://github.com/davglass/license-checker/pull/160) Merge pull request #160 from helio-frota/pr (@helio-frota)
- [8b068f2](https://github.com/davglass/license-checker/commit/8b068f25fe910d0870e29312bc250b49aba4c7) fix: Updating debug dependency to fix a security warning (@helio-frota)
- [040dd94](https://github.com/davglass/license-checker/commit/040dd9468261966c5c40e4a4189ba8f716c3a2) Copyright statement: Handle multi-line stagements (@zodiac403)
- [0480750](https://github.com/davglass/license-checker/commit/04807506d61aa1d704e8b51da3a289ba025b510) Fix layout issue. (@zodiac403)
- [9cb45f2](https://github.com/davglass/license-checker/commit/9cb45f2b9ce21142c0d1f556f01f7d754737a4c) Link with customFormat (@zodiac403)
- [f83aaa8](https://github.com/davglass/license-checker/commit/f83aaa85ad4ce29880802951dfacbc86dc2d7f) Merge branch 'z4/copyright' of https://github.com/zodiac403/license-checker into z4/copyright (@zodiac403)
- [7536af9](https://github.com/davglass/license-checker/commit/7536af935d910786570e169ed82383f099607f6) Trim output. (@zodiac403)
- [8716845](https://github.com/davglass/license-checker/commit/87168456cae35263882bd2b6d6d0081f228b6b66) Suppress path property (@ktmouk)
- [be57ee8](https://github.com/davglass/license-checker/commit/be57ee8f76c8ada0d227913b7de12aca0d640) Add example for (c) statement. (@zodiac403)
- [fe177fc](https://github.com/davglass/license-checker/commit/fe177fc76dbdae0cfb689a0ed260a746698f3281) Parse (c) statements from LICENSE file. (@zodiac403)
- [#149](https://github.com/davglass/license-checker/pull/149) Merge pull request #149 from honzajavorek/patch-1 (@honzajavorek)
- [955bbf6](https://github.com/davglass/license-checker/commit/955bbf6070ffed9f0d0ef37bb84ffbac65e007b) remove the old status badge (@honzajavorek)

### v18.0.0 (2018/03/20 12:30 +00:00)
- [315de0b](https://github.com/davglass/license-checker/commit/315de0b1a881cf8737c3c0131c217c4820df13a8) 18.0.0 (@davglass)
- [76655d5](https://github.com/davglass/license-checker/commit/76655d599bad95c2e527242aa3a0cf036f0e60bd6) changelog (@davglass)
- [c8aa823](https://github.com/davglass/license-checker/commit/c8aa82342b7a250d510582c8a03dd76af50bd9c) added contributors (@davglass)
- [#147](https://github.com/davglass/license-checker/pull/147) Merge pull request #147 from honzajavorek/honzajavorek/license-files (@honzajavorek)
- [#148](https://github.com/davglass/license-checker/pull/148) Merge pull request #148 from honzajavorek/honzajavorek/use-stderr (@honzajavorek)
- [#146](https://github.com/davglass/license-checker/pull/146) Merge pull request #146 from honzajavorek/honzajavorek/fix-e2e-test (@honzajavorek)
- [#145](https://github.com/davglass/license-checker/pull/145) Merge pull request #145 from honzajavorek/honzajavorek/drop-4-add-8 (@honzajavorek)
- [0105f7d](https://github.com/davglass/license-checker/commit/0105f7dcf01a67b87f7c34371d95a1d76b1915ed)
use stderr where applicable (@honzajavorek)
- [0ff8d91](https://github.com/davglass/license-checker/commit/0ff8d917c659446256074c0940ae43dd84930233) add support for LICENSE-MIT and similar (@honzajavorek)
- [f02589e](https://github.com/davglass/license-checker/commit/f02589e62c0ba8221081b8b1799d561c3ff20500) isolate and test the license file detection (@honzajavorek)
- [f0da0fe](https://github.com/davglass/license-checker/commit/f0da0fe2ab28f1658e4ed504b03fb1536b9ff8) add warning about commas and test it (@honzajavorek)
- [3db0b6f](https://github.com/davglass/license-checker/commit/3db0b6f05a68ccff4f181503ca87edec4ef10cd7) fix e2e test (transition from comma delimiter to semicolon) (@honzajavorek)
- [cec3b73](https://github.com/davglass/license-checker/commit/cec3b73505ac40a2dca211e78427624d009585dc) let Travis CI to cache node_modules (@honzajavorek)
- [8cea3dc](https://github.com/davglass/license-checker/commit/8cea3dcecf1d815dc3ae3f37f4a482d7e123a1988) add Travis CI badge to the README (@honzajavorek)
- [8f59c3b](https://github.com/davglass/license-checker/commit/8f59c3b494f69b1d51535bcf80c0e06d0ef6bb) drop support for node 4, add support for node 8 (@honzajavorek)

### v17.0.0 (2018/03/19 13:26 +00:00)
- [cd5fd8](https://github.com/davglass/license-checker/commit/cd5fd8e94267d7d8f29e86dd9ebf8b6941e037f1) 17.0.0 (@davglass)
- [13c11ee](https://github.com/davglass/license-checker/commit/13c11eeeaa1ba13e012de62536100fce91c355c8b) updated readme and help text (@davglass)
- [#144](https://github.com/davglass/license-checker/pull/144) Merge pull request #144 from creising/parser-fixes (@creising)
- [d2ab8d4](https://github.com/davglass/license-checker/commit/d2ab8df30bc3e6b38b321a1e12a70cf477a69eb0) added support for lic with commas and spaces (@creising)
- [2075208](https://github.com/davglass/license-checker/commit/20752083c6029823fbb389a301ed4d7d90fa9297) contrib and changelog (@davglass)
- [6c5274c](https://github.com/davglass/license-checker/commit/6c5274c6064318844cf36185dea395e0893f08) [fixes #132] - Fixed issue with asFiles and path issues (@davglass)
- [a46c448](https://github.com/davglass/license-checker/commit/a46c4483f8723c2db9498a65b7a3e3d6d8164de0a) 16.0.0 (@davglass)
- [38d63e2](https://github.com/davglass/license-checker/commit/38d63e2c2c23fd6c11012fb69b1470b2ba06d5554) [fixes #128] - Added --onlyAllow option (@davglass)

### v16.0.0 (2018/01/18 15:02 +00:00)
- [#131](https://github.com/davglass/license-checker/pull/131) Merge pull request #131 from mischah/patch-1 (@mischah)
- [e341d17](https://github.com/davglass/license-checker/commit/e341d17b7f304a9c78c4b51fa6eb23f7e9a589) Fix typo in Readme (@mischah)
- [cc38a20](https://github.com/davglass/license-checker/commit/cc38a204bf41b6fe25266114a13a9bf54133e04) updated license text (@davglass)

### v15.0.0 (2017/10/19 14:24 +00:00)
- [a9bd001](https://github.com/davglass/license-checker/commit/a9bd001b649bfa186bae5598bb8c67ff56383599) 15.0.0 (@davglass)
- [db621fa](https://github.com/davglass/license-checker/commit/db621fa6beeff870699c33be484bf49816ab7866) changelog (@davglass)
- [#124](https://github.com/davglass/license-checker/pull/124) Merge pull request #124 from
neverendingqs/app/stricterguesses (@neverendingqs)
- [#126](https://github.com/davglass/license-checker/pull/126) app - output now includes path to dependency. (#126) (@neverendingqs)
- [9f68b29](https://github.com/davglass/license-checker/commit/9f68b29bbfa73278cdab92e221be6cceb8191932) app - strengthening license guessing; resolves #123. (@neverendingqs)
- [3061c87](https://github.com/davglass/license-checker/commit/3061c87363f3416d86ea6c2a7b2bfa77def0e73) changes (davglass)

### v14.0.0 (2017/08/28 13:22 +00:00)
- [b2a4403](https://github.com/davglass/license-checker/commit/b2a440309e1537c52e5c5a2106f11e72d5b784ec) 14.0.0 (@davglass)
- [#122](https://github.com/davglass/license-checker/pull/122) Added --failOn [list] mode (#122) (@tobilg)

### v13.1.0 (2017/08/25 15:00 +00:00)
- [ee25265](https://github.com/davglass/license-checker/commit/ee25265f92fe0d3b603da6b8c88d175e0d1f2fa5) 13.1.0 (@davglass)
- [5bb9a17](https://github.com/davglass/license-checker/commit/5bb9a17f89d7e180b3a9d929ebc073135262bd2f) changes (@davglass)
- [b1e0392](https://github.com/davglass/license-checker/commit/b1e0392afa4b511b7c532125cd3165a828d3d4e3) added contrib (@davglass)
- [#121](https://github.com/davglass/license-checker/pull/121) Add `--summary` mode to show a summary with counts of the used licenses (#121) (@tobilg)
- [#119](https://github.com/davglass/license-checker/pull/119) Fix minor spelling mistakes (#119) (@tobiasbueschel)
- [#118](https://github.com/davglass/license-checker/pull/118) Minor readme text improvements (#118) (@peteruithoven)
- [d2bc5ea](https://github.com/davglass/license-checker/commit/d2bc5ea91ab50becea91d5f0f050955fe9a6ac59) added license parsing info to README (@davglass)
- [3e9d320](https://github.com/davglass/license-checker/commit/3e9d320acb2e9f14297d6a4355680f34a9b0609d) changes (@davglass)

### v13.0.3 (2017/08/04 17:15 +00:00)
- [2ca76b7](https://github.com/davglass/license-checker/commit/2ca76be7f2849e153ee28410f3b7a41df3283b5) 13.0.3 (@davglass)
- [fadddc8](https://github.com/davglass/license-checker/commit/fadddc895e9c6f182e2283c5605a8c1d8fa8a25) [fixes #117] fixed minor URL parsing (@davglass)
- [e58a868](https://github.com/davglass/license-checker/commit/e58a868268aef9d97735b364bd87d03140d76482) changes (@davglass)

### v13.0.2 (2017/07/18 16:24 +00:00)
- [2c712b7](https://github.com/davglass/license-checker/commit/2c712b7c7e6eef916d60f3ef3125f7f019c46d59) 13.0.2 (@davglass)
- [ef812c1](https://github.com/davglass/license-checker/commit/ef812c1168901d08b97db450a64ca03bb7062ad) [fixes #114] - Custom URL/File parsing skipped if file found on disk (@davglass)

### v13.0.1 (2017/07/17 12:48 +00:00)
- [a1bf8f1](https://github.com/davglass/license-checker/commit/a1bf8f152b100d81b44757b3b7e141df6a971c44) 13.0.1 (@davglass)
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- [e6d0c89](https://github.com/davglass/license-checker/commit/e6d0c893b8a86e12493f7a5c22fd74ef26267994) contrib & changes (@davglass)
- [#113](https://github.com/davglass/license-checker/pull/113) Use LICENSE file in preference to README (#113) (@ibeucaly)
- [6b7f79f](https://github.com/davglass/license-checker/commit/6b7f79f654e21903ea37e4391fba3601ece32e90) changes (@davglass)

### v13.0.0 (2017/07/14 12:49 +00:00)
- [dd9e880](https://github.com/davglass/license-checker/commit/dd9e880abd234d683d8ec1e57c7a5f889c9156de4) 13.0.0 (@davglass)
- [051b20b](https://github.com/davglass/license-checker/commit/051b20b0c4b35f223f724705a0025dafc809373) cleaned up some tests (@davglass)
- [#110](https://github.com/davglass/license-checker/pull/110) FEATURE: Recognise some custom licenses by file or url (#110) (@dancrumb)
- [#111](https://github.com/davglass/license-checker/pull/111) Resolves #60 (#111) Adding support for GPL and LGPL (@dancrumb)
- [#109](https://github.com/davglass/license-checker/pull/109) FEATURE: Improve license exclusion (#109) (@dancrumb)
- [#108](https://github.com/davglass/license-checker/pull/108) FEATURE: Detect private modules and report them as UNLICENSED (#108) (@dancrumb)

### v12.1.0 (2017/07/12 16:48 +00:00)
- [dc944e5](https://github.com/davglass/license-checker/commit/dc944e54d55d77b0ef6b6321d9abee847662cc8) 12.1.0 (@davglass)
- [d415c58](https://github.com/davglass/license-checker/commit/d415c580b04bc5eefa592dc9f9a0a31b244c1bd3) updated contrib and changes (@davglass)
- [#107](https://github.com/davglass/license-checker/pull/107) Merge pull request #107 from dancrumb/licensefile-readme (@dancrumb)
- [0c55770](https://github.com/davglass/license-checker/commit/0c55770294167161ce48b799cc82a15a654515a87) FEATURE: Add support for Public Domain licenses (@dancrumb)

### v12.0.0 (2017/07/05 13:33 +00:00)
- [8b74fa1](https://github.com/davglass/license-checker/commit/8b74fa1fe3b5edbd217aa3ce86f4662eb024621) 12.0.0 (@davglass)
- [4f3367c](https://github.com/davglass/license-checker/commit/4f3367c2bf2e9713a6cccd11341f7f4fa70ed400) changes & contrib (@davglass)
- [#106](https://github.com/davglass/license-checker/pull/106) Merge pull request #106 from helio-frota/licensefile-readme (@helio-frota)
- [a229507](https://github.com/davglass/license-checker/commit/a2295073d0178dca1b88e85ea8f52c21d35e52fc) src: the README is added as licenseFile (@helio-frota)
- [b59d90d](https://github.com/davglass/license-checker/commit/b59d90d8705f6f728c817b89936f95097d26857b) changes & contrib (@davglass)

### v11.0.0 (2017/05/30 13:33 +00:00)
- [258df10](https://github.com/davglass/license-checker/commit/258df102da484943088da8e0b6160b80c0e703cd) 11.0.0 (@davglass)
- [#102](https://github.com/davglass/license-checker/pull/102) Merge pull request #102 from xswordsx/multiple-licenses (@xswordsx)
Open Source Used In DNAC Platform Frey 4281

- [c5c8b0f](https://github.com/davglass/license-checker/commit/c5c8b0f408f2a26259a7b1109f7cc135ed5bf9e4) Check for SPDX-compatible licenses (@xswordsx)

### v10.1.0 (2017/05/25 16:16 +00:00)
- [b52a16d](https://github.com/davglass/license-checker/commit/b52a16d0ba414e7287f82325dd65619cd76afdd1) 10.1.0 (@davglass)
- [f911a99](https://github.com/davglass/license-checker/commit/f911a9919033254945ecbbf69362cb171436688e) contrib & changes (@davglass)
- [#100](https://github.com/davglass/license-checker/pull/100) Suppress JSON properties with custom format (#100) (@tbbsny)
- [ed5b3ab](https://github.com/davglass/license-checker/commit/ed5b3ab50825f0be032958f8233dd3000ee98e85) changelog (@davglass)

### v10.0.0 (2017/05/17 13:51 +00:00)
- [b2c2283](https://github.com/davglass/license-checker/commit/b2c2283cf5a937e64a07ab200ec2379e481903b6) 10.0.0 (@davglass)
- [a0406ac](https://github.com/davglass/license-checker/commit/a0406ac2ace7a0b1037ca31b47e36d316b9e088938) [fixes #96] - do not replace newline, etc in licenses for exporting to json/markdown (@davglass)
- [98a03fa](https://github.com/davglass/license-checker/commit/98a03fa700ef6d038c2f9104ea5cf17c82a10ad) [fixes #97] - Added a newline to the output file (@davglass)
- [#98](https://github.com/davglass/license-checker/pull/98) Merge pull request #98 from davglass/eslint (@davglass)
- [10fe441](https://github.com/davglass/license-checker/commit/10fe441a2e70e549e57f7da99d2287fc55355500) moved to eslint (@davglass)
- [f82b535](https://github.com/davglass/license-checker/commit/f82b535d3b7f152fa00bb4680e94af18d1c1421d) changelog (@davglass)

### v9.0.3 (2017/04/10 13:42 +00:00)
- [a0fd60f](https://github.com/davglass/license-checker/commit/a0fd60f972b7c84a32117b3dfc1f95bfa2282f27) 9.0.3 (@davglass)
- [#95](https://github.com/davglass/license-checker/pull/95) Merge pull request #95 from abtris/prefix-component (@abtris)
- [3b80272](https://github.com/davglass/license-checker/commit/3b80272a217687c2f0cda0c1e98775064d820ff) test: add test for csvComponentPrefix (@abtris)
- [d593554](https://github.com/davglass/license-checker/commit/d593554c1a6b4f7e004e4a23fca88cb7294f8351) feat: add support for csvComponentPrefix (@abtris)
- [5b2eea1](https://github.com/davglass/license-checker/commit/5b2eea12d8c54068a01a2cf1fd9bdec8e1f0fa2) added contrib (@davglass)

### v9.0.2 (2017/04/05 14:55 +00:00)
- [f24833b](https://github.com/davglass/license-checker/commit/f24833bce846f608ec3d8c327d335da56c42b895) 9.0.2 (@davglass)
- [#94](https://github.com/davglass/license-checker/pull/94) Merge pull request #94 from timbru31/fixed-comma-exclude (@timbru31)
- [2d08a77](https://github.com/davglass/license-checker/commit/2d08a77030362c7ab03ac12358dd524c0be47eee) contrib & changelog (@davglass)

### v9.0.1 (2017/04/05 13:09 +00:00)
- [9f1a1f3](https://github.com/davglass/license-checker/commit/9f1a1f32194a9bb312858f624e303af1ad4f61ca) 9.0.1 (@davglass)
  added test for licenseText (@davglass)
- [#93](https://github.com/davglass/license-checker/pull/93) Merge pull request #93 from abtris/licenseText-just-in-customFormat (@abtris)
- [8d7fb2f](https://github.com/davglass/license-checker/commit/8d7fb2f85fc585d8e75ab1459e0b0ceff43993ba4) fix: allow escaped commas in exclude string (@timbru31)
  test: fix test, remove check from non custom format (@abtris)
- [dcd3b59](https://github.com/davglass/license-checker/commit/dcd3b59bb9457df354fa3095189235b6e030df1a) feat: add licenseText only for customFormat
- [4e02eca](https://github.com/davglass/license-checker/commit/4e02eca6e8bd332ff6d90e5039caca50f0df1bf3) updated contribs and changelog (@davglass)

### v9.0.0 (2017/04/04 12:26 +00:00)
- [267c80e](https://github.com/davglass/license-checker/commit/267c80efac89eef70c71a12b8f12b3dc8e6d58dd) 9.0.0 (@davglass)
- [057af47](https://github.com/davglass/license-checker/commit/057af47bc52ac526ff646ba21496f338689801809) added licenseFile assertion to tests (@davglass)
- [92](https://github.com/davglass/license-checker/pull/92) Merge pull request #92 from abtris/includeFileContent (@abtris)
- [1eda118](https://github.com/davglass/license-checker/commit/1eda118e1aa18cc391ba2765dcaae89172943a0f) fix: replace problematics chars for easy import to Excel (@abtris)
- [dd6ecab](https://github.com/davglass/license-checker/commit/dd6ecab1a7b1354c4d1d001491f58dbee0f5e3e63) feat: add licenseText (@abtris)
- [6395498](https://github.com/davglass/license-checker/commit/639549890c54a12043244579ad0c0d5972309fb2) changes and contrib (@davglass)

### v8.0.4 (2017/02/15 16:21 +00:00)
- [28d379a](https://github.com/davglass/license-checker/commit/28d379aca51da7a47af324bc6feb63736ea02295) 8.0.4 (@davglass)
- [89](https://github.com/davglass/license-checker/pull/89) Merge pull request #89 from Pawamoy/master (@Pawamoy)
- [90](https://github.com/davglass/license-checker/pull/90) Merge pull request #90 from drewfish/bsd-source-code (@drewfish)
- [b704bc1](https://github.com/davglass/license-checker/commit/b704bc18a43de246302b8ff6933f8fe5f96ee3a6) guess BSD-Source-Code license (@drewfish)
- [8d31eab](https://github.com/davglass/license-checker/commit/8d31eabfb671d32e6f3e63215d6530d7f64acc59) Add docs about customFormat option (@pawamoy)
- [2529d31](https://github.com/davglass/license-checker/commit/2529d3118dfe53f1e01056ec99f5c542cb8d63e) changes (@davglass)

### v8.0.3 (2016/11/10 17:04 +00:00)
- [66fd7b5](https://github.com/davglass/license-checker/commit/66fd7b5ad5577cc2c85668a7c6607365c86a2c85) 8.0.3 (@davglass)
- [87](https://github.com/davglass/license-checker/pull/87) Merge pull request #87 from drewfish/guess-cc0 (@drewfish)
- [668bbd3](https://github.com/davglass/license-checker/commit/668bbd38f5148f99c5263f4e0506e04d5e3f8a0) guess CC0-1.0, upgraded jshint (@drewfish)

### v8.0.2 (2016/11/09 21:57 +00:00)
- [0bdedd8](https://github.com/davglass/license-checker/commit/0bdedd8cb990e1f5ffacde1c12cc708185a5b866) 8.0.2 (@davglass)
- [ef67bb4](https://github.com/davglass/license-checker/commit/ef67bb454373352343faa49d4de978a295bd1544) updated semver (@davglass)
- [14b5c85](https://github.com/davglass/license-checker/commit/14b5c8551cebb5c5ce8aa76fb5367857c891d013) Changelog (@davglass)

### v8.0.1 (2016/11/09 21:51 +00:00)
- [594871d](https://github.com/davglass/license-checker/commit/594871d6197a030121f940500495e6ca7d82f02c) 8.0.1 (@davglass)
- [c243663](https://github.com/davglass/license-checker/commit/c243663b0ab8a012625292a57b2c47369a51e8f) added contrib (@davglass)
- [#86](https://github.com/davglass/license-checker/pull/86) Merge pull request #86 from drewfish/copying (@davglass)
- [380aa26](https://github.com/davglass/license-checker/commit/380aa26799cb5277399o7484e69c6d8a26d5f17a) also support COPYING file (@davglass)
- [329c367](https://github.com/davglass/license-checker/commit/329c3676d0cd5c947e53df205ff23b767b7f882) handling undefined@undefined error better (@davglass)
- [1f93a07](https://github.com/davglass/license-checker/commit/1f93a072632aad0666b63f6c5e3cd2fe109474) changelog (@davglass)

### v8.0.0 (2016/09/09 13:23 +00:00)
- [44c2c48](https://github.com/davglass/license-checker/commit/44c2c48ae177915523fd89a74474fe0953408b) 8.0.0 (@davglass)
- [b5f5c6a](https://github.com/davglass/license-checker/commit/b5f5c6ae03a8c60c52fdd308f1721744a4baaa99) [fixes #78] - include notice file if found (@davglass)
- [dfc6d6f](https://github.com/davglass/license-checker/commit/dfc6d6f49666adc74e065f1e45c0d8ba8fe62ab) changelog (@davglass)
- [99976d0](https://github.com/davglass/license-checker/commit/99976d07980e241384be10341d0305d08de9cea5) 7.1.1 (@davglass)
- [ef857b7](https://github.com/davglass/license-checker/commit/ef857b7e9bab706299a1cc565ec5d144893af424) [fixes #77] fixed readme file name parsing, made it more strict (@davglass)

### v7.1.1 (2016/09/07 19:16 +00:00)
- [28be6d4](https://github.com/davglass/license-checker/commit/28be6d4128a3625cf8ed37ba149e79ed3a41b4fa) changelog (@davglass)

### v7.1.0 (2016/09/07 15:12 +00:00)
- [9f8bb7f](https://github.com/davglass/license-checker/commit/9f8bb7f1c367df8e8342ee5f5cc97171bf97281aa) 7.1.0 (@davglass)
- [60fceda](https://github.com/davglass/license-checker/commit/60fceda24a4ef5add98a08dd8ce8a85870db3f4a6) Fixed order of operations for parsing (@davglass)
- [9d4db11](https://github.com/davglass/license-checker/commit/9d4db112794b8110a1bf0abfe2d3e63bc812299) Updated changelog (@davglass)
### v7.0.0 (2016/09/06 14:50 +00:00)
- [a3a08da](https://github.com/davglass/license-checker/commit/a3a08da70b680d724045f655e107f36b16b45fca) 7.0.0 (@davglass)
- [b993399](https://github.com/davglass/license-checker/commit/b993399a4472162cc9c4292c42f2900e17a5167f) added contrib (@davglass)
- [d783029](https://github.com/davglass/license-checker/commit/d7830297b053496e45b7145b3cfa5809ac8ab1d1) Fixes #76 - If readme data not found, look for it on disk (@davglass)
- [#75](https://github.com/davglass/license-checker/pull/75) Merge pull request #75 from revov/master (@revov)
- [6204a24](https://github.com/davglass/license-checker/commit/6204a24ee71ae0329b4f2c1ca6cf37713741f32) Fix incorrect example in README (@revov)
- [90e24ac](https://github.com/davglass/license-checker/commit/90e24ac9ad20591d5ac166cc2974034fb997b30a) Added changelog (@davglass)
- [dd768c6](https://github.com/davglass/license-checker/commit/dd768c6c8ecb39b596881a2ecca582ad4bb816879) Added contributors (@davglass)

### v6.0.0 (2016/08/26 19:46 +00:00)
- [4bca140](https://github.com/davglass/license-checker/commit/4bca140db752b7b98ad1e261e5ee965d84995741) 6.0.0 (@davglass)
- [889ff17](https://github.com/davglass/license-checker/commit/889ff171ae0b1a2100f4c9100ca9ea528a264d81) updating tests (@davglass)
- [ed18801](https://github.com/davglass/license-checker/commit/ed188010351c4afb44db0d32dfa1025de53bf10f) Merge branch 'nodeback' of git://github.com/bengl/license-checker into bengl-nodeback (@davglass)
- [34bb266](https://github.com/davglass/license-checker/commit/34bb26677cd0e25500a545d4f1e8aef216b8cc7) dropping node 0.10 and adding node 6.0 to travis (@davglass)
- [1d30667](https://github.com/davglass/license-checker/commit/1d30667a7fface2cad31f2bd76d7584c7922bc) updating tests (@davglass)
- [65d7c73](https://github.com/davglass/license-checker/commit/65d7c73f967111003c71ae24a5a391bd48046) Cleaned up some code (@davglass)
- [f753998](https://github.com/davglass/license-checker/commit/f753998a06cbb5fd9ff6430b3588a3b3cf81339) Merge branch 'master' of git://github.com/amitkSharma/license-checker into amitkSharma-master (@davglass)
- [28e4462](https://github.com/davglass/license-checker/commit/28e4462543724685080c1623dc2d57cabb1c30) Added tests and cleaned up linting (@davglass)
- [153857a](https://github.com/davglass/license-checker/commit/153857a251a97d14c8836f479579844b2980b5aa) Publisher Information incorporated.
- [1265cb3](https://github.com/davglass/license-checker/commit/1265cb38d186ab1609dbd7af14212378f8aa15846) Added ability to output individual license files (@aweber1)
- [49e11d0](https://github.com/davglass/license-checker/commit/49e11d0049645d5657be7f6d3c778af54eb13af888) fix tests (@bengl)
- [26ffec6f](https://github.com/davglass/license-checker/commit/26ffec6f3d43c372c9a18f9c0c137608b3d5e4fa) use nodeback/errback (@bengl)

### v5.1.2 (2016/05/04 18:32 +00:00)
- [7101c77](https://github.com/davglass/license-checker/commit/7101c77667ad134fe01f02c29887df2a4080e311) 5.1.2 (@davglass)
- [#67](https://github.com/davglass/license-checker/pull/67) Merge pull request #67 from graingert/patch-2 (@graingert)
- [a6ec290](https://github.com/davglass/license-checker/commit/a6ec2904eb7fced220defe8548f80ec47fde3a2)
Upgrade read-installed (@graingert)
- [42e29c6](https://github.com/davglass/license-checker/commit/42e29c637940959121842762d74921bece5e8d93) migrating tests from vows to mocha (@davglass)

### v5.1.1 (2016/04/14 13:20 +00:00)
- [6ae0334](https://github.com/davglass/license-checker/commit/6ae03348ca8e5835ac732028afdb664a381cfc4) 5.1.1 (@davglass)
- [0720a46](https://github.com/davglass/license-checker/commit/0720a46569f3e12eb398165526944f307e08aad6) Fixes #64 - Turn off color for --json/markdown/csv options (@davglass)

### v5.1.0 (2016/03/09 15:50 +00:00)
- [86772d2](https://github.com/davglass/license-checker/commit/86772d202b634a4c6729b9a774193c46ef5eb3f) 5.1.0 (@davglass)
- [#61](https://github.com/davglass/license-checker/pull/61) Merge pull request #61 from sgtdck/master (@sgtdck)
- [6547ac1](https://github.com/davglass/license-checker/commit/6547ac1ded58560c7c4abdc68fa69d17b81fe1e) Removed obsolete d[key].name assignment from tests (@sgtdck)
- [00b18a6](https://github.com/davglass/license-checker/commit/00b18a6012387e1a4a8284e07bf2d08740e03ddd) Added a --relativeLicensePath option to display the license file relatively to the current path. (@sgtdck)
- [629da20](https://github.com/davglass/license-checker/commit/629da201e0d1170057fd9eefe05efcb293d2f1bda) Added latest contributors (@davglass)

### v5.0.1 (2016/02/08 15:57 +00:00)
- [33731fc](https://github.com/davglass/license-checker/commit/33731fca482936a7a18fffe3ca2f3c9d1e3a625) 5.0.1 (@davglass)
- [fe06eae](https://github.com/davglass/license-checker/commit/fe06eaf8844d050ad0f80d576a221dd605131de) Fixed replace (@davglass)
- [997914f](https://github.com/davglass/license-checker/commit/997914fd6f94030452d4d9bf549eb156ae8ef7c0) fix git+https URLs (@graingert)
- [#57](https://github.com/davglass/license-checker/pull/57) Merge pull request #57 from Damien-Larme/loc-license-asterisk (@Damien-Larme)
- [2adff2d](https://github.com/davglass/license-checker/commit/2adff2da98a5af79479a162e4998eb5892ab31c3) Explicit the asterisk in license report (@Damien-Larme)
- [b2fc9ef](https://github.com/davglass/license-checker/commit/b2fc9efc2a8aa008c7593037d046f245a7ce7f25) 5.0.0 (@davglass)
- [7f71c53](https://github.com/davglass/license-checker/commit/7f71c53833cf1318ff84215fcb1291f9ce4fb5) updated contributors (@davglass)

### v5.0.0 (2016/01/22 15:31 +00:00)
- [#55](https://github.com/davglass/license-checker/pull/55) Merge pull request #55 from davglass/devflag (@davglass)
- [ff1d8f2](https://github.com/davglass/license-checker/commit/ff1d8f20d57248a4f61e2fc9279fdfe91a6ec6) supporting --production and --development flags (@davglass)
- [#53](https://github.com/davglass/license-checker/pull/53) Merge pull request #53 from swashcap/enhancement/#46-verbose-output (@swashcap)
- [#54](https://github.com/davglass/license-checker/pull/54) Merge pull request #54 from davglass/travis-updates (@davglass)
- [2c80d9d](https://github.com/davglass/license-checker/commit/2c80d9d2dca59340698630144256096a91e23f22) fixing tests in other node versions (@davglass)
- [78820ac](https://github.com/davglass/license-checker/commit/78820ac33ab8aed74809c8a5f8847705c8b2848ec) travis config updates (@davglass)
- [f94263b](https://github.com/davglass/license-checker/commit/f94263b203046e2f53d64997b0261498010eb38d) Update documentation for debug use. (@swashcap)
- [429e44d](https://github.com/davglass/license-checker/commit/429e44d697527221ef22bb03a9d67820015446f) Change `console.error` call to use debug module. (@swashcap)
- [7312daf](https://github.com/davglass/license-checker/commit/7312daf7af195a1b9d1b1f290fae15963fbb2ab4) Add debug to project. (@swashcap)

### v4.2.0 (2015/10/20 13:44 +00:00)
- [3583d92](https://github.com/davglass/license-checker/commit/3583d925e96c9f63b3bbf0110b11e8448aed0e7) 4.2.0 (@davglass)
- [981eeda](https://github.com/davglass/license-checker/commit/981eeda898084dea88d54ea29e5bda93c5313fb6) Fixes #49: Default to unknown if licenses null and added ISC support (@davglass)

### v4.1.2 (2015/09/29 13:46 +00:00)
- [ba946dd](https://github.com/davglass/license-checker/commit/ba946dd1065e762c36b27dcecd9bb7389ad18d4) 4.1.2 (@davglass)
- [#48](https://github.com/davglass/license-checker/pull/48) Merge pull request #48 from CantemoInternal/master (@CantemoInternal)
- [e314a6d](https://github.com/davglass/license-checker/commit/e314a6d1f505d19478c33871640a763fabff6abd) Fix json, csv and markdown output for license-checker (@mattiasa)

### v4.1.1 (2015/09/12 14:39 +00:00)
- [c918314](https://github.com/davglass/license-checker/commit/c918314bfc687b647d1d288bb5857dd1caa1393) 4.1.1 (@davglass)
- [#47](https://github.com/davglass/license-checker/pull/47) Merge pull request #47 from tmpvar/ensure-bin-runs (@tmpvar)
- [a842eca](https://github.com/davglass/license-checker/commit/a842eca4f008c07df3039dcaac641d7273625) add missing ) (@tmpvar)
- [1d513bb](https://github.com/davglass/license-checker/commit/1d513bb673d726f34286061446f965e46d96170e) ensure bin/license-checker works at a high-level (@tmpvar)

### v4.1.0 (2015/09/09 14:52 +00:00)
- [a4bb437](https://github.com/davglass/license-checker/commit/a4bb437f7aa806c0832f877da2de7a107863d0a1f) 4.1.0 (@davglass)
- [ddd317a](https://github.com/davglass/license-checker/commit/ddd317a5a09344f0021812b8dee2f399b0f07a0) fixed all of the windows line endings (@davglass)
- [11e6487](https://github.com/davglass/license-checker/commit/11e64870484435e1e6f8efb9b0f13e6b2f737a6b) Fix issues caused by merge (@ptusch)
- [313a7ed](https://github.com/davglass/license-checker/commit/313a7edc83db8f8d870435a8da89306d3c89326bc) Merge remote-tracking branch 'remotes/upstream/master' into ft_custom_format (@ptusch)
- [1f5e326](https://github.com/davglass/license-checker/commit/1f5e326dca91fc8a396b9e02efe3eac9fd82a82) added contributors to package.json (@davglass)
- [#45](https://github.com/davglass/license-checker/pull/45) Merge pull request #45 from hufsm/ft_error_handling (@hufsm)
- [c806034](https://github.com/davglass/license-checker/commit/c806034ab6feaecl297d0c23af536b290ba8c81) Remove unused var statement (@ptusch)
More tests to fulfill the required % (@ptusch)
- [778b1fa](https://github.com/davglass/license-checker/commit/778b1fa1a9c1be0c816545165020522d2dbf17ef)

Add tests for licenses (WTFPL) (@ptusch)
- [22257d9](https://github.com/davglass/license-checker/commit/22257d95490765db816578cc48c2b5b62699f1aa)

Remove unused filter option (never used) (@ptusch)
- [0fe7561](https://github.com/davglass/license-checker/commit/0fe7561a173970fe9e9c0a2b4dbee5250435b2)

Change license shortcut for WTFPL (@ptusch)
- [3e348db](https://github.com/davglass/license-checker/commit/3e348db65ee7b7356e6ebf3c3d469329db6c81)

Add tests for the custom formatter (@ptusch)
- [96c2d6f](https://github.com/davglass/license-checker/commit/96c2d6f24509d2bf3f6bd8b83a613f6a8d9ecc)

Add test configs (@ptusch)
- [0fe7561](https://github.com/davglass/license-checker/commit/0fe7561a05ffba60e805b0c03f9c4d6f5d6)

Add tests for customFormatter (@ptusch)
- [c9948c4](https://github.com/davglass/license-checker/commit/c9948c4b72bccdd053bbaf62da6d004693)

Fix merge issues - semicolon slipped through (@ptusch)
- [4b2dea0](https://github.com/davglass/license-checker/commit/4b2dea0c124f6aba63abd2129625825c3b5a6570)

Merge branch 'master' into ft_error_handling (@ptusch)
- [04a2294](https://github.com/davglass/license-checker/commit/04a2294b82a8227ccb83d761f737c78df6af533)

Add error handling (@ptusch)
- [6b79145](https://github.com/davglass/license-checker/commit/6b791457463dca71b22b09eeccf166bf982db682)

Merge branch 'master' into ft_custom_format (@ptusch)
- [4aa7065](https://github.com/davglass/license-checker/commit/4aa7065c97eef8a749c3684369b2edd9802c3f734)

Add tests for the first function call. (@ptusch)
- [fa8fffd](https://github.com/davglass/license-checker/commit/fa8fffd69fd8ae475484a9b47b57a76ea738856)

Remove trivial UNKNOWN check (@ptusch)
- [6fa44ef](https://github.com/davglass/license-checker/commit/6fa44ef8c045aba2b0a1291b45990edf52adfc0e2)
- [efe23d9](https://github.com/davglass/license-checker/commit/efe23d91cfcb40dc6980fbf13461408da822b1f) Merge branch 'master' into ft_onlyunknown (@ptusch)
- [c287959](https://github.com/davglass/license-checker/commit/c2879592b858805d7edc0304a39c5cf079ef6a7c) Add option to only show unknown licenses (@ptusch)
- [f43](https://github.com/davglass/license-checker/pull/43) Merge pull request #43 from senotrusov/master (@senotrusov)
- [d7a663f](https://github.com/davglass/license-checker/commit/d7a663f9deeb4d7a648a6d2cb9db84ad5667ee540) Add test for exclude option. (@senotrusov)
- [45a27de](https://github.com/davglass/license-checker/commit/45a27de02a3c1d57a86e3f8e14b6e335788c23ba) Add option to exclude from the output modules which licenses are in the comma-separated list (@senotrusov)
- [f41](https://github.com/davglass/license-checker/pull/41) Merge pull request #41 from ptusch/ft_path_to_unknown_dependency (@ptusch)
- [ff5f22](https://github.com/davglass/license-checker/commit/ff5f225fd2ba97edfd3ef3f6a462981832740c19) Add option to see the path of a dependency if unknown (@ptusch)
- [ea4d629](https://github.com/davglass/license-checker/commit/ea4d6297de3d294201bb4786da7b824d928c8f2) Add additional 'undefined' checks (@ptusch)
- [af043a2](https://github.com/davglass/license-checker/commit/af043a2c11af45d28bfe71914cd10672855b3297) Merge branch 'master' into ft_custom_format (@ptusch)
- [2d94a19](https://github.com/davglass/license-checker/commit/2d94a19ece17783634a4227893a82d956141b2e) updating the docs for --unknown to make it clear (@davglass)
- [38a2bd2](https://github.com/davglass/license-checker/commit/38a2bd28a9597dfdb06d84258f1070054b38bbcf) Fix codestyle and whitespaces (@ptusch)
- [dd173ba](https://github.com/davglass/license-checker/commit/dd173bade65368de6140476ffe5ae3768fbf9618) Add --customPath in README.md (@ptusch)
- [911fc1c](https://github.com/davglass/license-checker/commit/911fc1cb65cc27a32ac60bb409e08be138bc707) Finalize the customFormat (markdown) (@ptusch)
- [8102091](https://github.com/davglass/license-checker/commit/8102091f7949fa8b733cfc803e4ead3624b81148) Add functionality to add a custom format (@ptusch)

```markdown
### v3.1.0 (2015/06/29 14:25 +00:00)
- [59e1e58](https://github.com/davglass/license-checker/commit/59e1e58ca0bea1cd3e3da1712fe7ca624d860b0) 3.1.0 (@davglass)
- [0e33f7a](https://github.com/davglass/license-checker/commit/0e33f7a2c9fa69d13d1e2b5c69f70885e09e08) reformatted code, fixed lint issues and added tests (@davglass)
- [83a7f09](https://github.com/davglass/license-checker/commit/83a7f0933d1c1f331279e53fcce3e4efface91) Merge branch 'asMarkdown' of git://github.com/ptusch/license-checker into ptusch-asMarkdown (@davglass)
- [703ad47](https://github.com/davglass/license-checker/commit/703ad471473559e05256e8f2d4c74e5b9d3aee0) fixing tests (@davglass)
- [2d9fffd](https://github.com/davglass/license-checker/commit/2d9fffd75192e9812692c9099481d23e265b493) Added Markdown Option (@ptusch)
- [67dca36](https://github.com/davglass/license-checker/commit/67dca365b941a7265e4a98d2de533b22c761b169) Remove color tags (@ptusch)

```markdown
### v3.0.3 (2015/06/03 13:35 +00:00)
- [7475c12](https://github.com/davglass/license-checker/commit/7475c129bf291289e4616d9692a962ae537401e8) 3.0.3 (@davglass)
- [c7dae0f](https://github.com/davglass/license-checker/commit/c7dae0fe5317a17b3ae6f61e8c118fafe6bb43a56) spdx license (@davglass)
### v3.0.2 (2015/05/12 20:29 +00:00)
- [01f3b53](https://github.com/davglass/license-checker/commit/01f3b538499be6243d38e0d95a4478e5fe3cfa5) 3.0.2 (@davglass)
- [fc0c083](https://github.com/davglass/license-checker/commit/fc0c0832ee291c55e53efe6b37a7b9d89f191bc7) defensive code, fixes #34 (@davglass)

### v3.0.1 (2015/05/04 12:28 +00:00)
- [0479570](https://github.com/davglass/license-checker/commit/0479570fa87ecce9b37fbb25afaee7faae6636) 3.0.1 (@davglass)
- [d85e355](https://github.com/davglass/license-checker/commit/d85e355b55998952facf202eaf8d374fec69a7e) Checking for valid path first (@davglass)

### v3.0.0 (2015/04/24 14:38 +00:00)
- [22b615d](https://github.com/davglass/license-checker/commit/e22b615d5d32ef7ff816877f55a9e1863a78096) 3.0.0 (@davglass)
- [d47dbe4](https://github.com/davglass/license-checker/commit/d47dbe45c992dbbdb15b5f4e8af7f18ee0ca737) fixes #30 (@davglass)

### v2.0.2 (2015/01/26 18:18 +00:00)
- [490f31d](https://github.com/davglass/license-checker/commit/490f31d6820f068814cfe27af3a1ac6d58f733) 2.0.2 (@davglass)
- [a3fedf8db](https://github.com/davglass/license-checker/commit/a3fedf8dbaf7ec64714defb793d757a9e8ad065) fixes #30 (@davglass)

### v2.0.1 (2015/01/12 18:34 +00:00)
- [898fbd5](https://github.com/davglass/license-checker/commit/898fbd53fa289338cf8a9a1735eea440c2a6c525) 2.0.1 (@davglass)
- [2da23db](https://github.com/davglass/license-checker/commit/2da23db2f240e7e73efdf93cc554e4d7783af225) cleaned up spacing and moved vars around (@davglass)
- [d47d84e](https://github.com/davglass/license-checker/commit/d47d84e5992dbbdb15b5f4e8af7f18ee0ca737) fixes #29 (@davglass)

### v2.0.0 (2014/12/04 16:34 +00:00)
- [f94edfe](https://github.com/davglass/license-checker/commit/f94edfe7a9914b4a36f455e8bffc6230d6f7a5e) 2.0.0 (@davglass)
- [f4c7b1a](https://github.com/davglass/license-checker/commit/f4c7b1a3d4e9c0e4753a9b267e51714def7f0751e) syntax cleanup (@davglass)
- [d189623](https://github.com/davglass/license-checker/commit/d1896234a5649621ee57f9a901877d76921794) Document CLI options in Readme. (@timoxley)
- [11e204c](https://github.com/davglass/license-checker/commit/11e204c5c078aee1f16f5a010da229d2a9b4b5) Default to --no-colour for json, csv & file output. (@timoxley)
- [7e80d50](https://github.com/davglass/license-checker/commit/7e80d50c733f8ee42c7b8a79d6c344b3dd330c0f) Add --out flag for writing an output file. (@timoxley)
- [47bfc9](https://github.com/davglass/license-checker/commit/47bfc9e0c249b2847c8ed4f3eadd60dcdd731b9) Always print to stdout, don’t write files. (@timoxley)
- [b725080](https://github.com/davglass/license-checker/commit/b725080d2dbfdddbf0994867577d4c5e3dc00e2a) Don’t print info messages to stdout. (@timoxley)
### v1.0.1 (2014/11/27 15:23 +00:00)
- [e60f792](https://github.com/davglass/license-checker/commit/e60f792159351aa7ccf1f7af73e289afee261a5) 1.0.1 (@davglass)
- [3f74178](https://github.com/davglass/license-checker/commit/3f7417822dc8804978d1bae4ed84190d327df15c) Merge branch 'fixinfiniterecursion' of github.com:yzapuchlak/license-checker into yzapuchlak-fixinfiniterecursion (@davglass)
- [dc78ea0](https://github.com/davglass/license-checker/commit/dc78ea0dca546283440c89fecd0dc6818dc4cc1c1) sticking vows 0.8.0 for testing (@davglass)
- [bd549b3](https://github.com/davglass/license-checker/commit/bd549b3b68e74fdd0e08dadc0d5f88a8bb51ca6) Fixed issue where circular dependencies in dependency tree would cause the flatten function to infinitely recurse. If the current key is found to be already in the data object (which means it was already processed), we stop processing that key and return the data object. (@yzapuchlak)

### v1.0.0 (2014/11/21 13:56 +00:00)
- [917193d](https://github.com/davglass/license-checker/commit/917193dab27147534976b71307a77f48198ca322) 1.0.0 (@davglass)
- [63e5f9c](https://github.com/davglass/license-checker/commit/63e5f9c77e348720b3867171bce67541e846d088) added options.filter to checker.init (@davglass)

### v0.1.2 (2014/11/20 15:48 +00:00)
- [8e5f5f0](https://github.com/davglass/license-checker/commit/8e5f5f0e7f83252e4039f6c7d16cc266acc1a33a) 0.1.2 (@davglass)
- [3d7a74e](https://github.com/davglass/license-checker/commit/3d7a74e90122f908057b2008ab29d8bd49011291) fixed lint issue (@davglass)

### v0.1.1 (2014/11/20 15:47 +00:00)
- [750d507](https://github.com/davglass/license-checker/commit/750d5079d32b44ecce984ff7ed672498d1b197235) 0.1.1 (@davglass)
- [94522e0](https://github.com/davglass/license-checker/commit/94522e099434dfdf163c3f2c5cabc3e6aa96cf8) fixed merge issues (@davglass)

### v0.1.0 (2014/11/20 15:41 +00:00)
- [8127f5e](https://github.com/davglass/license-checker/commit/8127f5e79ecee7d68cd5f694080e4183db11) 0.1.0 (@davglass)
- [76c71ac](https://github.com/davglass/license-checker/commit/76c71ac46baeaca8c349f658924cb659e859b9608) Updated to newer read-installed (@davglass)

### v0.0.10 (2014/08/12 12:48 +00:00)
- [807507d](https://github.com/davglass/license-checker/commit/807507df1a293bc0360addff725a9f91331ff2b) 0.0.10 (@davglass)
- [e39ad9b](https://github.com/davglass/license-checker/commit/e39ad9be6bdc545772ce241e2e7aba8f4045b6b) Added checking that the license file is a normal file, because otherwise an appropriately named directory crashes the license-checker through EISDIR, illegal operation on a directory.
- [40ca4da](https://github.com/davglass/license-checker/commit/40ca4dadbe163ca774c87b1de249bd295952faa9) colorize (@couchand)

### v0.0.9 (2014/07/29 01:48 +00:00)
- [c14ef79](https://github.com/davglass/license-checker/commit/c14ef79f10f950ff0985e7e0b3138147b98ab1ec) 0.0.9 (@davglass)
- [ba1b66b](https://github.com/davglass/license-checker/commit/ba1b66b6172a2f98d9becdc26f40206820bec0916b) Fixes #12 - Using some nicer regexes (@davglass)
- [bce94d5](https://github.com/davglass/license-checker/commit/bce94d5a8ab2f1463568517762b2543df65bf750) case insensitive check (@davglass)
- [87c3406](https://github.com/davglass/license-checker/commit/87c3406ae2507eaf1d00d592f6dcb59a16e7c48) Allow for LICENCE (@gdw2)

### v0.0.8 (2014/07/07 20:10 +00:00)
- [6ad6ee2](https://github.com/davglass/license-checker/commit/6ad6ee21813e698e7f995e98dcdafbd961f6a33) 0.0.8 (@davglass)
- [b8c5815](https://github.com/davglass/license-checker/commit/b8c58151135f57d91fb0dc1fb194d034c012073f) added tests and refactored the code a little (@davglass)
- [275f276](https://github.com/davglass/license-checker/commit/275f276dc6e6d563f9cb5b79e978e286fd2174) Added --csv option to readme file
- [d91eb72](https://github.com/davglass/license-checker/commit/d91eb72789466853ae6e88448b953b4d39eb5) Apparently abbrev is now at version 1.0.5 which caused the unit test to fail.
- [40b4a42](https://github.com/davglass/license-checker/commit/40b4a420e520c2008b9395d1a8df38b56f846f5) Modified changes based on lshint output during Travis build
- [54c2390](https://github.com/davglass/license-checker/commit/54c2390cced1dce64a15c73a84347272f889f48) Added csv output option similar to the existing JSON output option. Requires an output filename.

### v0.0.7 (2014/02/26 04:52 +00:00)
- [1ce6d42](https://github.com/davglass/license-checker/commit/1ce6d42147b20d23787081e8e059003b331816cf) 0.0.7 (@davglass)
- [7d04195](https://github.com/davglass/license-checker/commit/7d041959450c68b3cf427007c43cd67c3ad6fb) Added not check and a proper test (@davglass)
- [40d6e25](https://github.com/davglass/license-checker/commit/40d6e25809463c3ee1d408ebe28ff523852e8eb2) Undefined handling (@garrows)
- [90217d0](https://github.com/davglass/license-checker/commit/90217d0d70fd62cf76eb4e7b1610ed5ecf6ea840d) travis Stuff (@davglass)
- [2bd76c8](https://github.com/davglass/license-checker/commit/2bd76c894f740dc83f62460e7e374183264328d) 0.0.6 (@davglass)
- [6f390ff](https://github.com/davglass/license-checker/commit/6f390ff6b31a07449e63d25796b6dbfe6b5907) Added some better tests (@davglass)
- [2d2bac3](https://github.com/davglass/license-checker/commit/2d2bac37b5795cbe6db534520de41d1c4bc3153f) Looking for WTFPL as well as the string (@davglass)
- [5d91a07](https://github.com/davglass/license-checker/commit/5d91a073a8b76ee9a497c1e3b38198ce97e144fd) Flattened array of one (@davglass)
- [e95da82](https://github.com/davglass/license-checker/commit/e95da820c63e0d56c4567f1cfa07142d3110eca) Fixed extra var (@davglass)
- [fe82f7f](https://github.com/davglass/license-checker/commit/fe82f7f3d9d520c0c4d87d34c9d4f55d9f4222d) Removing unnecessary log statement (@paulmand31)
- [72a6f24](https://github.com/davglass/license-checker/commit/72a6f2403de43ef5ec07bb504cb931ce53f6a3) Adding license checks in the LICENSE file (and variations) (@paulmand31)
- [#7](https://github.com/davglass/license-checker/pull/7) Merge pull request #7 from jamesbloomer/master (@jamesbloomer)
- [a81ee0](https://github.com/davglass/license-checker/commit/a81ee0a27f580688e371cc15015e848f591bb92) Fixed missing "install" in npm -g (@jamesbloomer)
- [416b012](https://github.com/davglass/license-checker/commit/416b01219e07a8274e05cd883ec050376902adeb) Updated Version (@davglass)
- [6d9bd1e](https://github.com/davglass/license-checker/commit/6d9bd1e195202e871693d4b1e9bac8c055683e8b) Fixed lint issue and added a test placeholder. Will add more tests soon (@davglass)
- [655a316](https://github.com/davglass/license-checker/commit/655a316f6448daf3c449f8b88e8878a95a8b153e) Added Travis test file (@davglass)
- [99895df](https://github.com/davglass/license-checker/commit/99895df63ac0f9aee48c9353111bf1b3f88a688e) Version Bump (@davglass)
- [#4](https://github.com/davglass/license-checker/pull/4) Merge pull request #4 from badunk/refactor (@badunk)
- [1123a1b](https://github.com/davglass/license-checker/commit/1123a1baec1975f8c36c9b59952254cd6ee31017) Merge branch 'master' of https://github.com/davglass/license-checker (@badunk)
- [191612e](https://github.com/davglass/license-checker/commit/191612e5c21a01bd453368299a14cc5f1c6f13) Version Bump (@davglass)
- [#2](https://github.com/davglass/license-checker/pull/2) Merge pull request #2 from badunk/circular (@badunk)
- [9b5a117](https://github.com/davglass/license-checker/commit/9b5a1175892254e96d72f3d8dc793dce42bde37) fixed special case when an empty array is passed to license/licenses (@badunk)
- [025668b](https://github.com/davglass/license-checker/commit/025668b0a62b0d5b58662ce6aeed91de909a6ef) fixed bug with multiple licenses objects not showing (@badunk)
- [e6bdf52](https://github.com/davglass/license-checker/commit/e6bdf52a8e5f9ebed29982014fa4d4586f63d06a) cleaned up the code (@badunk)
- [efb62f2](https://github.com/davglass/license-checker/commit/efb62f2f52a9e9a37af7f387b280fc17ab0a5f19) added check for circular dependencies (@badunk)
- [825b40c](https://github.com/davglass/license-checker/commit/825b40c861ee362d6f075119a9d4e28853587a) Version Bump (@davglass)
- [#1](https://github.com/davglass/license-checker/pull/1) Merge pull request #1 from mwilliamson/master (@mwilliamson)
- [2f24319](https://github.com/davglass/license-checker/commit/2f2431939dd8dd212a1f78ad91af7f6ee21df50ab762) Don't ignore license field if it's a string (@mwilliamson)
- [78b3c4f](https://github.com/davglass/license-checker/commit/7b8c34f75b04a7541bf23d596bbaae5447492c53) Initial Commit (@davglass)

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*

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

   // ES3/ES5 implementation of the Krhonos Typed Array Specification
   // Ref: http://www.khronos.org/registry/typedarray/specs/latest/
   // Date: 2011-02-01
   //
   // Variations:
   // * Allows typed_array.get/set() as alias for subscripts (typed_array[])
   The MIT License (MIT)

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### v4.0.1 (2016-12-14)

#### WHOOPS

* ['fb91ce'](https://github.com/npm/nopt/commit/fb9b1ce57b3c69b4f7819015be87719204f77ef6)

Merged so many patches at once that the code fencing

(![@adius](https://github.com/adius)) added got broken. Sorry,

(![@adius](https://github.com/adius))!

(![@othiym23](https://github.com/othiym23))

### v4.0.0 (2016-12-13)

#### BREAKING CHANGES

* ['651d447'](https://github.com/npm/nopt/commit/651d4473946096d341a480bbe56793de3fc706aa)

When parsing String-typed arguments, if the next value is """, don't simply
swallow it. ([@samjonester](https://github.com/samjonester))

#### PERFORMANCE TWEAKS

* ['3370ce8'](https://github.com/npm/nopt/commit/3370ce87a7618ba228883861db84ddbcdf252a9)

Simplify initialization. ([@elidoran](https://github.com/elidoran))

* ['356e58e'](https://github.com/npm/nopt/commit/356e58e3b3b431a4b1af7fd7bde44c2c0526a09)

Store `Array.isArray(types[arg])` for reuse.

(![@elidoran](https://github.com/elidoran))

* ['0d95e90'](https://github.com/npm/nopt/commit/0d95e90515844f266015b56d2c80b94e5d14a07e)

Interpret single-item type arrays as a single type.
* ["07c69d3"](https://github.com/npm/nopt/commit/07c69d38b5186450941fbb505550bech78a0e925) Simplify key-value extraction. ([@elidoran](https://github.com/elidoran))

* ["39b6e5c"](https://github.com/npm/nopt/commit/39b6e5c65ac47f60cd43a1beece5cd4c834c254) Only call `Date.parse(val)` once. ([@elidoran](https://github.com/elidoran))

* ["934943d"](https://github.com/npm/nopt/commit/934943dfeeb55123a2b15959fe2a359319a5dbd) Use `os.env.home()` to find a user’s home directory instead of assuming it’s always `$HOME`. ([@othiym23](https://github.com/othiym23))

### TEST & CI IMPROVEMENTS

* ["326ffff"](https://github.com/npm/nopt/commit/326ffff7f78a00bcd316adecf69075f8a8093619) Fix `/tmp` test to work on Windows. ([@elidoran](https://github.com/elidoran))

* ["c89d31a"](https://github.com/npm/nopt/commit/c89d31a49d14f2238bc6672db08da697bcb57f1b) Only run Windows tests on Windows, only run Unix tests on a Unix. ([@elidoran](https://github.com/elidoran))

* ["affd3d1"](https://github.com/npm/nopt/commit/affd3d1d0addffa93006397b2013b18447339366) Refresh Travis to run the tests against the currently-supported batch of npm versions. ([@helio](https://github.com/helio)-frota)

* ["55f9449"](https://github.com/npm/nopt/commit/55f94497d163ed4dd5fd6c4fb95cc440e66d) `tap@8.0.1` ([@othiym23](https://github.com/othiym23))

### DOC TWEAKS

* ["5271229"](https://github.com/npm/nopt/commit/5271229ee7c810217dd51616c086f5d9ab224581) Use JavaScript code block for syntax highlighting. ([@ADIUS](https://github.com/ADIUS))

* ["c0d156f"](https://github.com/npm/nopt/commit/c0d156f229f9994c5dfcc4588866cfeff7a07682) The code sample in the README had `many2: [ oneThing ]`, and now it has `many2: [ two, things ]`. ([@silkentrance](https://github.com/silkentrance))

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

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ownership or control as such Party; or (iii) which is directly or indirectly owned or controlled by such Party. For these purposes, an entity shall be treated as being controlled by another if that other entity has fifty percent (50%) or more of the votes in such entity, is able to direct its affairs and/or to control the composition of its board of directors or equivalent body.

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"Data Protection Legislation" shall mean the General Data Protection Regulation (EU 2016/679) (GDPR) and any national implementing laws, regulations and secondary legislation, as may be amended or updated from time to time, as well as any other data protection laws or regulations applicable in relevant territory.

"Deployment Platforms" shall mean operating systems and/or hardware specified in the License Certificate, on which the Redistributables can be distributed pursuant to the terms and conditions of this Agreement.

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"Devices" shall mean hardware devices or products that 1) are manufactured and/or distributed by the Licensee or its Affiliates or Contractors, and (2)(i) incorporate or integrate the Redistributables or parts thereof; or (ii) where the main user interface or substantial functionality of such unit, when used by a Customer, is provided by Application(s) or otherwise depends on the Licensed Software, regardless of whether the Redistributables are distributed together with the hardware or not. Devices covered with this Agreement shall be specified in Appendix 2 or in a quote.

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"Party" or "Parties" shall mean Licensee and/or The Qt Company.

"Permitted Combination" shall have the meaning as set forth in Section 3.4(viii).

"Pre-Release Code" shall have the meaning as set forth in Section 4.
"Prohibited Combination" shall mean any means to (i) use, combine, incorporate, link or integrate Licensed Software with any software created with or incorporating Open Source Qt, (ii) use Licensed Software for creation of any software created with or incorporating Open Source Qt, or (iii) incorporate or integrate Applications into a hardware device or product other than a Device.

"Qt 3D Studio" shall mean The Qt Company's productized offering, which consist of all versions of modules and tools as set forth in Appendix 1.

"Qt Design Studio" shall mean The Qt Company's productized offering, which consist of all versions of modules and tools as set forth in Appendix 1.

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"Redistributables" shall mean the portions of the Licensed Software set forth in Appendix 1 that may be distributed pursuant to the terms of this Agreement in object code form only, including any relevant documentation. Where relevant, any reference to Licensed Software in this Agreement shall include and refer also to Redistributables.

"Renewal Term" shall mean an extension of previous License Term as agreed between the Parties.

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"Support" shall mean standard developer support that is provided by The Qt Company to assist Designated Users in using the Licensed Software in accordance with The Qt Company's standard support terms available at https://www.qt.io/terms-conditions/ and as further defined in Section 8 hereunder.

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(ii) in the event the Licensee is an individual residing outside of the United States or a legal entity incorporated outside of the United States or having its registered office outside of the United States, The Qt Company Ltd., a Finnish company with its registered office at Bertel Jungin aukio D3A, 02600 Espoo, Finland.

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"Updates" shall mean a release or version of the Licensed Software containing bug fixes, error corrections and other changes that are generally made available to users of the Licensed Software that have contracted for Support. Updates are generally depicted as a change to the digits following the decimal in the Licensed Software version number. The Qt Company shall make Updates available to the Licensee under the Support. Updates shall be considered as part of the Licensed Software hereunder.

"Upgrades" shall mean a release or version of the Licensed Software containing enhancements and new features and are generally depicted as a change to the first digit of the Licensed Software version number. In the event Upgrades are provided to the Licensee under this Agreement, they shall be considered as part of the Licensed Software hereunder.

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("API") or by adding, changing or deleting any variable, method, or class signature in the Licensed Software and/or any inter-process protocols, services or standards in the Licensed Software libraries). To the extent that Licensee’s Modified Software so breaks source or binary compatibility with the Licensed Software, Licensee acknowledges that The Qt Company’s ability to provide Support may be prevented or limited and Licensee's ability to make use of Updates may be restricted.

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Upon expiry of the initially agreed License Term, the respective License Terms shall be automatically extended to one or more Renewal Term(s), unless and until either Party notifies the other Party in writing that it does not wish to continue the License Term, such notification to be provided to the other Party no less than ninety (90) days before expiry of the respective License Term. Unless otherwise agreed between the Parties, Renewal Term shall be of equal length with the initial License Term.

Any such Renewal Term shall be subject to License Fees agreed between the Parties or, if no advance agreement exists, subject to The Qt Company's standard pricing applicable at the commencement date of any such Renewal Term.
Any price or other term specified for a Renewal Term shall be valid only for the specified time.

The Qt Company may request the Licensee to place a purchase order corresponding to a quote by The Qt Company for the relevant Renewal Term.

In the event Licensee does not prevent auto-renewal pursuant the above, but a Renewal Term is nevertheless not duly ordered within 30 days from the date of the respective quote from The Qt Company and/or the respective License Fee paid by due date specified in The Qt Company's respective invoice, The Qt Company shall apply a reinstatement fee equal to ten percent (10%) of the total value of the License Fees of the Development Licenses for the expired term to be added to the License Fee of the respective Renewal Term.

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Subject to the terms of this Agreement, The Qt Company grants to Licensee a worldwide, non-exclusive, non-transferable, revocable (for cause pursuant to this Agreement) right and license, valid for the Term, to

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Upon due payment of the agreed License Fees the Licensee will be eligible to receive Support and Updates and to use the Online Services during the License Term, provided, however, that in the event the License Term is longer than 36 months, the initial payment includes Support for only the first 12 months, unless the Parties specifically otherwise agree.

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Unless otherwise agreed, The Qt Company shall not be responsible for providing any service or support to Customers.
9. CONFIDENTIALITY
Each Party acknowledges that during the Term of this Agreement each Party may receive information about the other Party's business, business methods, business plans, customers, business relations, technology, and other information, including the terms of this Agreement, that is confidential and of great value to the other Party, and the value of which would be significantly reduced if disclosed to third parties ("Confidential Information"). Accordingly, when a Party (the "Receiving Party") receives Confidential Information from the other Party (the "Disclosing Party"), the Receiving Party shall only disclose such information to employees and Contractors on a need to know basis, and shall cause its employees and employees of its Affiliates to: (i) maintain any and all Confidential Information in confidence; (ii) not disclose the Confidential Information to a third party without the Disclosing Party's prior written approval; and (iii) not, directly or indirectly, use the Confidential Information for any purpose other than for exercising its rights and fulfilling its responsibilities pursuant to this Agreement. Each Party shall take reasonable measures to protect the Confidential Information of the other Party, which measures shall not be less than the measures taken by such Party to protect its own confidential and proprietary information.

Obligation of confidentiality shall not apply to information that (i) is or becomes generally known to the public through no act or omission of the Receiving Party; (ii) was in the Receiving Party's lawful possession prior to the disclosure hereunder and was not subject to limitations on disclosure or use; (iii) is developed independently by employees or Contractors of the Receiving Party or other persons working for the Receiving Party who have not had access to the Confidential Information of the Disclosing Party, as proven by the written records of the Receiving Party; (iv) is lawfully disclosed to the Receiving Party without restrictions, by a third party not under an obligation of confidentiality; or (v) the Receiving Party is legally compelled to disclose, in which case the Receiving Party shall notify the Disclosing Party of such compelled disclosure and assert the privileged and confidential nature of the information and cooperate fully with the Disclosing Party to limit the scope of disclosure and the dissemination of disclosed Confidential Information to the minimum extent necessary.

The obligations under this Section 9 shall continue to remain in force for a period of five (5) years after the last disclosure, and, with respect to trade secrets, for so long as such trade secrets are protected under applicable trade secret laws.

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Licensee shall submit all purchase orders for Development Licenses and Distribution Licenses to The Qt Company by email or any other method acceptable to The Qt Company (each such order is referred to herein as a "Purchase Order") for confirmation, whereupon the Purchase Order shall become binding between the Parties.

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License Fees and any other charges under this Agreement shall be paid by Licensee no later than thirty (30) days from the date of the applicable invoice from The Qt Company.

The Qt Company will submit an invoice to Licensee after the date of this Agreement and/or after The Qt Company receives a Purchase Order from Licensee.

A late payment charge of the lower of (a) one percent per month; or (b) the interest rate stipulated by applicable law, shall be charged on any unpaid balances that remain past due.

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Licensee shall at all times during the Term of this Agreement and for a period of seven (7) years thereafter maintain Licensee's Records in an accurate and up-to-date form. Licensee's Records shall be adequate to reasonably enable The Qt Company to determine Licensee's compliance with the provisions of this Agreement. The records shall conform to general good accounting practices.

Licensee shall, within thirty (30) days from receiving The Qt Company's request to that effect, deliver to The Qt Company a report based on Licensee's Records, such report to contain information, in sufficient detail, on (i) number and identity of users working with Licensed Software or Open Source Qt, (ii) copies of Redistributables distributed by Licensee during the most recent calendar quarter and/or any other term specified by The Qt Company, (iii) number of undistributed copies of Redistributables and corresponding number of unused Distribution Licenses remaining on Licensee's account, and (iv) any other information as The Qt Company may reasonably require from time to time.

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The Qt Company or an independent auditor acting on behalf of The Qt Company's, may, upon at least five (5) business days' prior written notice and at its expense, audit Licensee with respect to the Licensee's use of the Licensed Software, but not more frequently than once during each 6-month period. Such audit may be conducted by mail, electronic means or through an in-person visit to Licensee's place of business. Any such in-person audit shall be conducted during regular business hours at Licensee's facilities and shall not unreasonably interfere with Licensee's business activities. The Qt Company or the independent auditor acting on behalf of The Qt Company shall be entitled to inspect Licensee's Records and conduct necessary interviews of Licensee's relevant employees and Contractors. All such Licensee's Records and use thereof shall be subject to an obligation of confidentiality under this Agreement.

If an audit reveals that Licensee is using the Licensed Software beyond scope of the licenses Licensee has paid for, Licensee agrees to pay The Qt Company any amounts owed for such unauthorized use within 30 days from receipt of the corresponding invoice from The Qt Company. In addition, in the event the audit reveals a material violation of the terms of this Agreement (without limitation, either (i) underpayment of more than 10% of License Fees or 10,000 euros (whichever is more) or (ii) distribution of products, which include or result from Prohibited Combination, shall be deemed a material violation for purposes of this section), then the Licensee shall pay The Qt Company's reasonable cost of conducting such audit.

12. TERM AND TERMINATION

12.1. Agreement Term
This Agreement shall enter into force upon due acceptance by both Parties and remain in force for as long as there is any Development License(s) purchased
under this Agreement in force ("Term"), unless and until terminated pursuant to the terms of this Section 12.

12.2. Termination and suspension of rights
Either Party shall have the right to terminate this Agreement upon thirty (30) days prior written notice if the other Party commits a material breach of any obligation of this Agreement and fails to remedy such breach within such notice period.

Instead of termination, The Qt Company shall have the right to suspend or withhold grants of all rights to the Licensed Software hereunder, including but not limited to the Development Licenses, Distribution License, and Support, should Licensee fail to make payment in timely fashion or otherwise violates or is reasonably suspected to violate its obligations or terms of this Agreement, and where such violation or breach is not cured within five (5) business days following The Qt Company's written notice thereof.

12.3. Mutual Right to Terminate
Either Party shall have the right to terminate this Agreement immediately upon written notice in the event that the other Party becomes insolvent, files for any form of bankruptcy, makes any assignment for the benefit of creditors, has a receiver, administrative receiver or officer appointed over the whole or a substantial part of its assets, ceases to conduct business, or an act equivalent to any of the above occurs under the laws of the jurisdiction of the other Party.

12.4. Parties Rights and Duties upon Termination
Upon expiry or termination of the Agreement, Licensee shall cease and shall cause all Designated Users (including those of its Affiliates' and Contractors') to cease using the Licensed Software and distribution of the Redistributables under this Agreement.

Notwithstanding the above, in the event the Agreement expires or is terminated:
(i) as a result of The Qt Company choosing not to renew the Development License(s) as set forth in Section 3.1, then all valid licenses possessed by the Licensee at such date shall be extended to be valid in perpetuity under the terms of this Agreement and Licensee is entitled to purchase additional licenses as set forth in Section 10.2; or
(ii) for reason other than by The Qt Company pursuant to item (i) above or pursuant to Section 12.2, then the Licensee is entitled, for a period of six (6) months after the effective date of termination, to continue distribution of Devices under the Distribution Licenses paid but unused at such effective date of termination.

Upon any such termination the Licensee shall destroy or return to The Qt Company all copies of the Licensed Software and all related materials and will certify the same to The Qt Company upon its request, provided however that
Licensee may retain and exploit such copies of the Licensed Software as it may reasonably require in providing continued support to Customers.

Expiry or termination of this Agreement for any reason whatsoever shall not relieve Licensee of its obligation to pay any License Fees accrued or payable to The Qt Company prior to the effective date of termination, and Licensee shall immediately pay to The Qt Company all such fees upon the effective date of termination. Termination of this Agreement shall not affect any rights of Customers to continue use of Applications and Devices (and therein incorporated Redistributables).

12.5. Extension in case of bankruptcy
In the event The Qt Company is declared bankrupt under a final, non-cancellable decision by relevant court of law, and this Agreement is not, at the date of expiry of the Development License(s) pursuant to Section 3.1, assigned to party, who has assumed The Qt Company's position as a legitimate licensor of Licensed Software under this Agreement, then all valid licenses possessed by the Licensee at such date of expiry, and which the Licensee has not notified for expiry, shall be extended to be valid in perpetuity under the terms of this Agreement.

13. GOVERNING LAW AND LEGAL VENUE
In the event this Agreement is in the name of The Qt Company Inc., a Delaware Corporation, then:

(i) this Agreement shall be construed and interpreted in accordance with the laws of the State of California, USA, excluding its choice of law provisions;

(ii) the United Nations Convention on Contracts for the International Sale of Goods will not apply to this Agreement; and

(iii) any dispute, claim or controversy arising out of or relating to this Agreement or the breach, termination, enforcement, interpretation or validity thereof, including the determination of the scope or applicability of this Agreement to arbitrate, shall be determined by arbitration in San Francisco, USA, before one arbitrator. The arbitration shall be administered by JAMS pursuant to JAMS' Streamlined Arbitration Rules and Procedures. Judgment on the Award may be entered in any court having jurisdiction. This Section shall not preclude parties from seeking provisional remedies in aid of arbitration from a court of appropriate jurisdiction.

In the event this Agreement is in the name of The Qt Company Ltd., a Finnish Company, then:

(i) this Agreement shall be construed and interpreted in accordance with the laws of Finland, excluding its choice of law provisions;

(ii) the United Nations Convention on Contracts for the International Sale of Goods will not apply to this Agreement; and

(iii) any disputes, controversy or claim arising out of or relating to
this Agreement, or the breach, termination or validity thereof shall be finally settled by arbitration in accordance with the Arbitration Rules of Finland Chamber of Commerce. The arbitration tribunal shall consist of one (1), or if either Party so requires, of three (3), arbitrators. The award shall be final and binding and enforceable in any court of competent jurisdiction. The arbitration shall be held in Helsinki, Finland and the process shall be conducted in the English language. This Section shall not preclude parties from seeking provisional remedies in aid of arbitration from a court of appropriate jurisdiction.

14. GENERAL PROVISIONS

14.1. No Assignment
Except in the case of a merger or sale of substantially all of its corporate assets, Licensee shall not be entitled to assign or transfer all or any of its rights, benefits and obligations under this Agreement without the prior written consent of The Qt Company, which shall not be unreasonably withheld or delayed. The Qt Company shall be entitled to freely assign or transfer any of its rights, benefits or obligations under this Agreement.

14.2. No Third-Party Representations
Licensee shall make no representations or warranties concerning the Licensed Software on behalf of The Qt Company. Any representation or warranty Licensee makes or purports to make on The Qt Company's behalf shall be void as to The Qt Company.

14.3. Surviving Sections
Any terms and conditions that by their nature or otherwise reasonably should survive termination of this Agreement shall so be deemed to survive. Such sections include especially the following: 1, 2, 6, 7, 9, 11, 12.4, 13 and 14.

14.4. Entire Agreement
This Agreement, the exhibits hereto, the License Certificate and any applicable Purchase Order accepted by The Qt Company constitute the complete agreement between the Parties and supersedes all prior or contemporaneous discussions, representations, and proposals, written or oral, with respect to the subject matters discussed herein.

In the event of any conflict or inconsistency between this Agreement and any Purchase Order, the terms of this Agreement will prevail over the terms of the Purchase Order with respect to such conflict or inconsistency.

Parties specifically acknowledge and agree that this Agreement prevails over any click-to-accept or similar agreements the Designated Users may need to accept online upon download of the Licensed Software, as may be required by The Qt Company's applicable processes relating to Licensed Software.

14.5. Modifications
No modification of this Agreement shall be effective unless contained in a writing executed by an authorized representative of each Party. No term or condition contained in Licensee's Purchase Order ("Deviating Terms") shall apply unless The Qt Company has expressly agreed such Deviating Terms in writing. Unless and to the extent expressly agreed by The Qt Company, any such Deviating Terms shall be deemed void and with no legal effect. For clarity, delivery of the Licensed Software following the receipt of the Purchase Order including Deviating Terms shall not constitute acceptance of such Deviating Terms."

14.6. Force Majeure
Except for the payment obligations hereunder, neither Party shall be liable to the other for any delay or non-performance of its obligations hereunder in the event and to the extent that such delay or non-performance is due to an event of act of God, terrorist attack or other similar unforeseeable catastrophic event that prevents either Party for fulfilling its obligations under this Agreement and which such Party cannot avoid or circumvent ("Force Majeure Event"). If the Force Majeure Event results in a delay or non-performance of a Party for a period of three (3) months or longer, then either Party shall have the right to terminate this Agreement with immediate effect without any liability (except for the obligations of payment arising prior to the event of Force Majeure) towards the other Party.

14.7. Notices
Any notice given by one Party to the other shall be deemed properly given and deemed received if specifically acknowledged by the receiving Party in writing or when successfully delivered to the recipient by hand, fax, or special courier during normal business hours on a business day to the addresses specified for each Party on the signature page. Each communication and document made or delivered by one Party to the other Party pursuant to this Agreement shall be in the English language.

14.8. Export Control
Licensee acknowledges that the Redistributables, as incorporated in Applications or Devices, may be subject to export control restrictions under the applicable laws of respective countries. Licensee shall fully comply with all applicable export license restrictions and requirements as well as with all laws and regulations relating to the Redistributables and exercise of licenses hereunder and shall procure all necessary governmental authorizations, including without limitation, all necessary licenses, approvals, permissions or consents, where necessary for the re-exportation of the Redistributables, Applications and/or Devices.

14.9. No Implied License
There are no implied licenses or other implied rights granted under this Agreement, and all rights, save for those expressly granted hereunder, shall remain with The Qt Company and its licensors. In addition, no licenses or immunities are granted to the combination of the Licensed Software with any
other software or hardware not delivered by The Qt Company under this Agreement.

14.10. Attorney Fees
The prevailing Party in any action to enforce this Agreement shall be entitled to recover its attorney's fees and costs in connection with such action.

14.11. Privacy
Licensee acknowledges and agrees that for the purpose of this Agreement, The Qt Company may collect, use, transfer and disclose personal data pertaining to Designated Users as well as any other employees and directors of the Licensee and its Contractors relevant for carrying out the intent of this Agreement. Such personal data may be collected from the Licensee or directly from the relevant individuals. The Parties acknowledge that with regard to such personal data processed hereunder, The Qt Company shall be regarded as the Data Controller under the applicable Data Protection Legislation. The Qt Company shall process any such personal data in accordance with its privacy policies and practices, which will comply with all applicable requirements of the Data Protection Legislation.

14.12. Severability
If any provision of this Agreement shall be adjudged by any court of competent jurisdiction to be unenforceable or invalid, that provision shall be limited or eliminated to the minimum extent necessary so that this Agreement shall otherwise remain in full force and effect and enforceable.

APPENDICES
The Agreement includes Appendix 1, and possibly one or more of the appendices 3-5, depending on the product(s) purchased by the Licensee, what is stated in the quote or invoice, and/or what is stated in the Licensee's License Certificate.

APPENDIX 1
The modules and/or tools that are included in the respective product - Qt for Application Development (QtAD), Qt for Device Creation (QtDC), Qt for MCUs (QtMCU), Qt 3D Studio (Qt3DS) and Qt Design Studio (QtDS) - are marked with 'X' in the below table.

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Parts of the product that are permitted for distribution in object-code form only ("Redistributables") are marked with 'R' in the below table.

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### APPENDIX 3: ADDITIONS TO LICENSED SOFTWARE

In addition to what is provided under the definition of the Licensed Software, Parties agree that Licensed Software shall also include the Add-On Products of The Qt Company, as mentioned in this Appendix, if included in the quote / invoice.

The Modules and/or Tools of the Licensed Software that are included with each Add-On Product respectively are marked with ‘X’ in the below table. Parts of the respective Add-On Product that are permitted for distribution in object-code form only ("Redistributables") are marked with ‘R’ in the below table.

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<td>Modules / Tools of Licensed Software</td>
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Open Source Used In DNAC Platform Frey 4362
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| Qt OPC UA | X,R |   |   |   |   |
| Qt CoAP  | X,R |   |   |   |   |
| Qt Safe  | X,R | X,R |   |   |   |
| Qt Renderer |   |   |   |   |   |
| Qt Application Manager | X,R | X,R |   |   |   |
| Qt IVI  | X,R |   |   |   |   |
| Reference UI| X,R |   |   |   |   |
| Qt GENIVI | X,R |   |   |   |   |
| Extras     |   |   |   |   |   |
| QML Live | X |   |   |   |   |
| Qt Creator Deployment | X |   |   |   |   |
| Qt Creator Plugin for Application Manager |   | X |   | X |   |
| Qt Automotive Suite Deployment Server |   |   |   |   |   |
| Qt Design Studio | X |   |   |   |   |
| GammaRay | X |   |   | X |   |
| Platform adaptations for |   |   |   |   | X |
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APPENDIX 4: SMALL BUSINESS AND STARTUP

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/*---
  esid: sec-assignment-operators-static-semantics-early-errors
  description: Minimal test
  --*/

void 0;
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# spdx-license-ids

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## Installation
npm install spdx-license-ids

## Node.js API

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

Type: `string[]`

All license IDs except for the currently deprecated ones.

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

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

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

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

Type: `string[]`

Deprecated license IDs.

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

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

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

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Contributors (in approximate order of appearance)

[See also the ChangeLog file where individuals are attributed in log entries. Likewise in the FAQ file.]

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Bug fix.
Alexander Terekhov TEREKHOV at de dot ibm dot com
Re-implemented and improved read-write locks;
(with Louis Thomas) re-implemented and improved
condition variables;
enhancements to semaphores;
enhancements to mutexes;
new mutex implementation in 'futex' style;
suggested a robust implementation of pthread_once
similar to that implemented by V. Kliathcko;
system clock change handling re CV timeouts;
bug fixes.
Thomas Pfaff pfaff at gmx dot net
Changes to make C version usable with C++ applications;
re-implemented mutex routines to avoid Win32 mutexes
and TryEnterCriticalSection;
procedure to fix Mingw32 thread-safety issues.
Frey

procedure to fix Mingw32 thread-safety issues.
Louis Thomas

(with Alexander Terekhov) re-implemented and improved
condition variables.

David Korndyk

Ported to UWIN.
Phil Frisbie, Jr.

Bug fix.
Ralf Brese

Bug fix.
prionx

Bug fixes.
Max Woodbury

POSIX versioning conditionals;
reduced namespace pollution;
idea to separate routines to reduce statically
linked image sizes.
Rob Fannerrfanner

Bug fix.
Michael Johnson

Bug fix.
Nicolas Barry

Bug fixes.
Piet van Bruggen

Bug fix.
Makoto Katoraven

AMD64 port.
Panagiotis E. Hadjidoukas

Contributed the QueueUserAPCEx package which
makes preemptive async cancelation possible.
Will Bryant

Port to Digital Mars compiler.
Gottlob Frege

re-implemented pthread_once (version 2)
(pthread_once cancellation added by rpj).
Vladimir Kliatchkov

reimplemented pthread_once with the same form
as described by A. Terekhov (later version 2);
implementation of MCS (Mellor-Crummey/Scott) locks.

A. HISTORY OF THE SOFTWARE
=================================

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

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

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

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"A generic solution to polygon clipping"
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Computer graphics and geometric modeling: implementation and algorithms
By Max K. Agoston
Springer; 1 edition (January 4, 2005)
http://books.google.com/books?q=vatti+clipping+agoston

See also:
"Polygon Offsetting by Computing Winding Numbers"
Paper no. DETC2005-85513 pp. 565-575
ASME 2005 International Design Engineering Technical Conferences
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all fields (only present with certain compiler settings).
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* Small patch improving performance of in Python serialization.
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* Emacs mode for Protocol Buffers (editors/protobuf-mode.el).
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* HPUX support.
Oliver Jowett <oliver.jowett@gmail.com>
* Detect whether zlib is new enough in configure script.
* Fixes for Solaris 10 32/64-bit confusion.
Evan Jones <evanj@mit.edu>
* Optimize Java serialization code when writing a small message to a stream.
* Optimize Java serialization of strings so that UTF-8 encoding happens only
once per string per serialization call.
* Clean up some Java warnings.
* Fix bug with permanent callbacks that delete themselves when run.
Michael Kucharski <m.kucharski@gmail.com>
* Added CodedInputStream.getTotalBytesRead.

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* Fixed m4/acx_pthread.m4 problem for some Linux distributions.

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* Fixed detection of sched_yield on Solaris.

* Added atomicops for Solaris

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* Fixed minor IBM xIC compiler build issues

* Added atomicops for AIX (POWER)

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* Date: Fri, Jun 24, 2011 at 3:20 AM
* Subject: Re: sqrt routine
* To: Kevin Ma <kma@google.com>
* Hi Kevin,
* Thanks for asking. Those routines are public domain (originally posted to
* comp.sys.arm a long time ago), so you can use them freely for any purpose.
* Cheers,
*/
* Wilco
*
* ----- Original Message ----- 
* From: "Kevin Ma" <kma@google.com>
* To: <Wilco.Dijkstra@ntlworld.com>
* Sent: Thursday, June 23, 2011 11:44 PM
* Subject: Fwd: sqrt routine
* Hi Wilco,
* I saw your sqrt routine from several web sites, including
* http://www.finesse.demon.co.uk/steven/sqrt.html.
* Just wonder if there's any copyright information with your Successive
* approximation routines, or if I can freely use it for any purpose.
* Thanks.
* Kevin
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If you want to write an option parser, and have it be good, there are two ways to do it. The Right Way, and the Wrong Way.

The Wrong Way is to sit down and write an option parser. We've all done that.

The Right Way is to write some complex configurable program with so many options that you hit the limit of your frustration just trying to manage them all, and defer it with duct-tape solutions until you see exactly to the core of the problem, and finally snap and write an awesome option parser.

If you want to write an option parser, don't write an option parser. Write a package manager, or a source control system, or a service restarter, or an operating system. You probably won't end up with a good one of those, but if you don't give up, and you are relentless and diligent enough in your procrastination, you may just end up with a very nice option parser.

## USAGE

```javascript
// my-program.js
var nopt = require("nopt")
, Stream = require("stream").Stream
, path = require("path")
, knownOpts = { "foo" : [String, null]
, "bar" : [Stream, Number]
, "baz" : path
, "bloo" : [ "big", "medium", "small" ]
, "flag" : Boolean
, "pick" : Boolean
, "many1" : [String, Array]
, "many2" : [path, Array]
}
, shortHands = { "foofoo" : ["--foo", "Mr. Foo"]
, "b7" : ["--bar", "7"]
, "m" : ["--bloo", "medium"]
, "p" : ["--pick"]
, "f" : ["--flag"]
}
// everything is optional.
```
```javascript
// knownOpts and shorthands default to {}
// arg list defaults to process.argv
// slice defaults to 2
, parsed = nopt(knownOpts, shortHands, process.argv, 2)
console.log(parsed)
```

This would give you support for any of the following:

```console
$ node my-program.js --foo "blerp" --no-flag
{ "foo" : "blerp", "flag" : false }

$ node my-program.js ---bar 7 --foo "Mr. Hand" --flag
{ bar: 7, foo: "Mr. Hand", flag: true }

$ node my-program.js --foo "blerp" -f -----p
{ foo: "blerp", flag: true, pick: true }

$ node my-program.js -fp --foofoo
{ foo: "Mr. Foo", flag: true, pick: true }

$ node my-program.js --foofoo --fp # -- stops the flag parsing.
{ foo: "Mr. Foo", argv: { remain: ["--fp"] } }

$ node my-program.js --blatzk -fp # unknown opts are ok.
{ blatzk: true, flag: true, pick: true }

$ node my-program.js --blatzk=1000 -fp # but you need to use = if they have a value
{ blatzk: 1000, flag: true, pick: true }

$ node my-program.js --no-blatzk -fp # unless they start with "no-
{ blatzk: false, flag: true, pick: true }

$ node my-program.js --baz b/a/z # known paths are resolved.
{ baz: "/Users/isaacs/b/a/z" }

# if Array is one of the types, then it can take many
# values, and will always be an array. The other types provided
# specify what types are allowed in the list.

$ node my-program.js --many1 5 --many1 null --many1 foo
{ many1: ["5", "null", ":foo"] }

$ node my-program.js --many2 foo --many2 bar
{ many2: ["/path/to/foo", "/path/to/bar"] }
```
Read the tests at the bottom of `lib/nopt.js` for more examples of what this puppy can do.

## Types

The following types are supported, and defined on `nopt.typeDefs`:

- **String**: A normal string. No parsing is done.
- **path**: A file system path. Gets resolved against cwd if not absolute.
- **url**: A url. If it doesn't parse, it isn't accepted.
- **Number**: Must be numeric.
- **Date**: Must parse as a date. If it does, and `Date` is one of the options, then it will return a Date object, not a string.
- **Boolean**: Must be either `true` or `false`. If an option is a boolean, then it does not need a value, and its presence will imply `true` as the value. To negate boolean flags, do `--no-whatever` or `--whatever false`.
- **NaN**: Means that the option is strictly not allowed. Any value will fail.
- **Stream**: An object matching the “Stream” class in node. Valuable for use when validating programmatically. (npm uses this to let you supply any WriteStream on the `outfd` and `logfd` config options.)
- **Array**: If `Array` is specified as one of the types, then the value will be parsed as a list of options. This means that multiple values can be specified, and that the value will always be an array.

If a type is an array of values not on this list, then those are considered valid values. For instance, in the example above, the `--bloo` option can only be one of `"big"`, `"medium"`, or `"small"`, and any other value will be rejected.

When parsing unknown fields, `"true"`, `"false"`, and `"null"` will be interpreted as their JavaScript equivalents.

You can also mix types and values, or multiple types, in a list. For instance `{ blah: [Number, null] }` would allow a value to be set to either a Number or null. When types are ordered, this implies a preference, and the first type that can be used to properly interpret the value will be used.

To define a new type, add it to `nopt.typeDefs`. Each item in that hash is an object with a `type` member and a `validate` method. The `type` member is an object that matches what goes in the type list. The `validate` method is a function that gets called with `validate(data, key, val)`. Validate methods should assign `data[key]` to the valid value of `val` if it can be handled properly, or return boolean `false` if it cannot.
You can also call `nopt.clean(data, types, typeDefs)` to clean up a config object and remove its invalid properties.

## Error Handling

By default, nopt outputs a warning to standard error when invalid values for known options are found. You can change this behavior by assigning a method to `nopt.invalidHandler`. This method will be called with the offending `nopt.invalidHandler(key, val, types)`.

If no `nopt.invalidHandler` is assigned, then it will `console.error` its whining. If it is assigned to boolean `false` then the warning is suppressed.

## Abbreviations

Yes, they are supported. If you define options like this:

```javascript
{ "foolhardyelephants" : Boolean,
  "pileofmonkeys" : Boolean }
```

Then this will work:

```bash
node program.js --foolhar --pil
node program.js --no-f --pileofmon
# etc.
```

## Shorthands

Shorthands are a hash of shorter option names to a snippet of args that they expand to.

If multiple one-character shorthands are all combined, and the combination does not unambiguously match any other option or shorthand, then they will be broken up into their constituent parts. For example:

```json
{ "s" : ["--loglevel", "silent"]
, "g" : "--global"
, "f" : "--force"
, "p" : "--parseable"
, "l" : "--long"
}
```
```bash
npm ls -sgflp
# just like doing this:
npm ls --loglevel silent --global --force --long --parseable
```
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Transformation Matrix v2.0
(c) Epistemex 2014-2015
www.epistemex.com
By Ken Fyrstenberg
Contributions by leeoniya.
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 BezierEasing - use bezier curve for transition easing function
by Gatan Renaudeau 2014 - 2015  MIT License

Credits: is based on Firefox's nsSMILKeySpline.cpp
Usage:
var spline = BezierEasing([ 0.25, 0.1, 0.25, 1.0 ])
spline.get(x) => returns the easing value | x must be in [0, 1] range

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

## Flags for position independent code
SHAREDLIBCFLAGS = -fPIC
SHAREDLIBCXXFLAGS = -fPIC
SHAREDLIBCPPFLAGS = -DPIC

## Additional flags when building libraries and with threads
THREADSCPPFLAGS = -D_REENTRANT
LIBCPPFLAGS =
## Compiler switch to embed a runtime search path
LD_RPATH=
LD_RPATH_PRE=-Wl,-rpath,

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

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

## Shared object suffix
SO = so

## Non-shared intermediate object suffix
STATIC_O = ao

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

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

## Dependency rules
%.d: $(srcdir)/%.c
@echo "generating dependency information for $<"
@$(SHELL) -ec '$(GEN_DEPS.c) $< \n | sed 's/\([^]*\)\([^\[\]{}()<>|<\-= ]\)*[^la-zA-Z0-9][^la-zA-Z0-9]*[^la-zA-Z0-9][^la-zA-Z0-9]/\1.o $@ : /g' > $@; \n [ -s $@ ] || rm -f $@'  
%.d: $(srcdir)/%.cpp
@echo "generating dependency information for $<"
@$(SHELL) -ec '$(GEN_DEPS.cc) $< \n | sed 's/\([^]*\)\([^\[\]{}()<>|<\-= ]\)*[^la-zA-Z0-9][^la-zA-Z0-9]*[^la-zA-Z0-9][^la-zA-Z0-9]/\1.o $@ : /g' > $@; \n [ -s $@ ] || rm -f $@'  

## Versioned libraries rules
%.$(SO).$(SO_TARGET_VERSION_MAJOR): %.$(SO).$(SO_TARGET_VERSION)
$(RM) $@ && ln -s ${<F} $@
%.$(SO): %.$(SO).$(SO_TARGET_VERSION_MAJOR)
$(RM) $@ && ln -s ${*F}.$(SO).$(SO_TARGET_VERSION_MAJOR) $@
## Bind internal references

### LDflags that pkgdata will use

```bash
BIR_LDFLAGS= -Wl,-Bsymbolic
```

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

```bash
BIR_DEPS=
```

### Remove shared library 's'

```bash
STATIC_PREFIX_WHEN_USED =
STATIC_PREFIX =
```

## End BSD-specific setup

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#!/usr/bin/env node
var nopt = require("./lib/nopt")
  , path = require("path")
  , types = { num: Number
    , bool: Boolean
    , help: Boolean
    , list: Array
    , "num-list": [Number, Array]
    , "str-list": [String, Array]
    , "bool-list": [Boolean, Array]
    , str: String
    , clear: Boolean
    , config: Boolean
    , length: Number
    , file: path
  }
  , shorthands = { s: [ "--str", "astring" ]
    , b: [ "--bool" ]
    , nb: [ "--no-bool" ]
    , tft: [ "--bool-list", "--no-bool-list", "--bool-list", "true" ]
    , "?": ["--help"]
    , h: ["--help"]
    , H: ["--help"]
    , n: [ "--num", "125" ]
    , c: ["--config"]
    , l: ["--length"]
    , f: ["--file"]
  }
  , parsed = nopt( types
    , shorthands
    , process.argv
    , 2 )
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C++ Big Integer Library
(see ChangeLog for version)
You can use this library in a C++ program to do arithmetic on integers of size limited only by your computer's memory. The library provides BigUnsigned and BigInteger classes that represent nonnegative integers and signed integers, respectively. Most of the C++ arithmetic operators are overloaded for these classes, so big-integer calculations are as easy as:

```cpp
#include "BigIntegerLibrary.hh"

BigInteger a = 65536;
cout << (a * a * a * a * a * a * a * a);
```

(prints 340282366920938463463374607431768211456)

The code in `sample.cc' demonstrates the most important features of the library. To get started quickly, read the code and explanations in that file and run it. If you want more detail or a feature not shown in `sample.cc', consult the actual header and source files, which are thoroughly commented.

This library emphasizes ease of use and clarity of implementation over speed; some users will prefer GMP (http://swox.com/gmp/), which is faster. The code is intended to be reasonably portable across computers and modern C++ compilers; in particular, it uses whatever word size the computer provides (32-bit, 64-bit, or otherwise).

Compiling programs that use the library
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The library consists of a folder full of C++ header files (`.hh') and source files (`.cc'). Your own programs should `#include' the necessary header files and link with the source files. A makefile that builds the sample program (`sample.cc') is included; you can adapt it to replace the sample with your own program.

Alternatively, you can use your own build system or IDE. In that case, you must put the library header files where the compiler will find them and arrange to have your program linked with the library source files; otherwise, you will get errors about missing header files or "undefined references". To learn how to do this, consult the documentation for the build system or IDE; don't bother asking me. Adding all the library files to your project will work in many IDEs but may not be the most desirable approach.

Resources
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The library's Web site (above) provides links to released versions, the current development version, and a mailing list for release announcements, questions,
bug reports, and other discussion of the library. I would be delighted to hear from you if you like this library and/or find a good use for it.

Bugs and enhancements

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

The library has been tested by me and others but is by no means bug-free. If you find a bug, please report it, whether it comes in the form of compiling trouble, a mathematically inaccurate result, or a memory-management bloop (since I use Java, these are altogether too common in my C++). I generally fix all reported bugs. You are also welcome to request enhancements, but I am unlikely to do substantial amounts of work on enhancements at this point.

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By: Adrian Heine
Repository: https://github.com/adrianheine/acorn-import-meta

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By: Marijn Haverbeke, Ingvar Stepanyan, Adrian Heine
Repository: https://github.com/acornjs/acorn.git

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Repository: jonschlinkert/fill-range

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Repository: git@github.com:indutny/hash.js

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Repository: git+https://github.com/Rich-Harris/is-reference.git

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Repository: micromatch/micromatch

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By: Ben Coe
Repository: https://github.com/tapjs/signal-exit.git

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Repository: https://github.com/Rich-Harris/sourcemap-codec

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validate-npm-package-license

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

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

SPDX license identifiers are valid license strings:

```javascript
var assert = require('assert');
var validSPDXExpression = {
  validForNewPackages: true,
  validForOldPackages: true,
  spdx: true
};
assert.deepEqual(valid('MIT'), validSPDXExpression);
assert.deepEqual(valid('BSD-2-Clause'), validSPDXExpression);
assert.deepEqual(valid('Apache-2.0'), validSPDXExpression);
assert.deepEqual(valid('ISC'), validSPDXExpression);
```

The function will return a warning and suggestion for nearly-correct license identifiers:

```javascript
assert.deepEqual(valid('Apache 2.0'),
{
  validForOldPackages: false,
  validForNewPackages: false,
  warnings: [ 'license should be ' + 'a valid SPDX license expression (without "LicenseRef"), ' + "'UNLICENSED", or ' + '"SEE LICENSE IN <filename>"",
  'license is similar to the valid expression "Apache-2.0"
  ]
};
```
SPDX expressions are valid, too ...

```javascript
// Simple SPDX license expression for dual licensing
assert.deepEqual(
    valid('GPL-3.0-only OR BSD-2-Clause'),
    validSPDXExpression
);
```

... except if they contain `LicenseRef`:

```javascript
var warningAboutLicenseRef = {
    validForOldPackages: false,
    validForNewPackages: false,
    spdx: true,
    warnings: [
        'license should be ' + 'a valid SPDX license expression (without "LicenseRef"), ' + '"UNLICENSED", or ' + '"SEE LICENSE IN <filename>"',
    ]
};

assert.deepEqual(
    valid('LicenseRef-Made-Up'),
    warningAboutLicenseRef
);

assert.deepEqual(
    valid('MIT OR LicenseRef-Made-Up'),
    warningAboutLicenseRef
);
```

If you can't describe your licensing terms with standardized SPDX identifiers, put the terms in a file in the package and point users there:

```javascript
assert.deepEqual(
    valid('SEE LICENSE IN LICENSE.txt'),
    {
        validForNewPackages: true,
        validForOldPackages: true,
        inFile: 'LICENSE.txt'
    }
)
assert.deepEqual(
    valid('SEE LICENSE IN license.md'),
    {
        validForNewPackages: true,
        validForOldPackages: true,
        inFile: 'license.md'
    }
);
```

If there aren't any licensing terms, use `UNLICENSED`:
```
```javascript
var unlicensed = {
    validForNewPackages: true,
    validForOldPackages: true,
    unlicensed: true
};
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* Frodo Looijaard
  Original author of libsensors, sensors-detect, sensors and isadump.
* Merlin Hughes
  Original author of sensord.
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  Configuration file converter.
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## Commands to generate dependency files
GEN_DEPS.c=$(CC) -E -MM $(DEFS) $(CPPFLAGS)
GEN_DEPS.cc=$(CXX) -E -MM $(DEFS) $(CPPFLAGS)

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

THREADSCPPFLAGS = -D_REENTRANT
LIBCPPFLAGS =

## Compiler switch to embed a runtime search path

LD_RPATH=
LD_RPATH_PRE=W-l-rpath,

## Compiler switch to embed a library name

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

## Shared library options

LD_SOOPPTIONS = -Wl,-Bsymbolic

## Shared object suffix

SO = so
## Non-shared intermediate object suffix

STATIC_O = ao

## Compilation rules

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

## Dependency rules

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

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

## Versioned libraries rules

%.$(SO).$(SO_TARGET_VERSION_MAJOR): %.$(SO).$(SO_TARGET_VERSION)
$(RM) $@ && ln -s ${<F} $@
%.$(SO): %.$(SO).$(SO_TARGET_VERSION_MAJOR)
$(RM) $@ && ln -s {*F}.$(SO).$(SO_TARGET_VERSION) $@

## Bind internal references

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

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

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

## End BSD-specific setup

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* org.eclipse.jetty.orbitjavax.security.auth.message

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* org.eclipse.jetty.orbitjavax.mail.glassfish

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

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

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* java.sun.security.ssl

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org.ow2.asm:asm-commons
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org.apache.taglibs:taglibs-standard-spec
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org.mortbay.jasper:apache-jsp
org.apache.tomcat:tomcat-jasper
org.apache.tomcat:tomcat-juli
org.apache.tomcat:tomcat-jsp-api
org.apache.tomcat:tomcat-el-api
org.apache.tomcat:tomcat-jasper-el
org.apache.tomcat:tomcat-api
org.apache.tomcat:tomcat-util-scan
org.apache.tomcat:tomcat-util

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

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

org.eclipse.jetty.toolchain:jetty-schemas

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* /opt/cola/permits/1132244357_1613132141.63/0/netty-transport-native-unix-common-4-1-42-final-sources-3.jar/netty_channel/unix/LimitsStaticallyReferencedJniMethods.java
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1.1645 relateurl 0.2.7 0.2.7

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1.1646 rx-lite 3.1.2 3.1.2

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"Reactive",
"Events",
"Rx",
"RxJS"
],
"main": "rx.lite.js"
}

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1.1648  @babel/types 7.0.0-beta.44  7.0.0-beta.44

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* /opt/cola/permits/1138123144_1614251056.08/0/annotations-13-0-sources-3-jar/org/intellij/lang/annotations/Pattern.java
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* /opt/cola/permits/1138123144_1614251056.08/0/annotations-13-0-sources-3-jar/org/intellij/lang/annotations/Identifier.java

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* /opt/cola/permits/1138123144_1614251056.08/0/annotations-13-0-sources-3-jar/org/intellij/lang/annotations/MagicConstant.java
* /opt/cola/permits/1138123144_1614251056.08/0/annotations-13-0-sources-3-jar/org/intellij/lang/annotations/JdkConstants.java
* /opt/cola/permits/1138123144_1614251056.08/0/annotations-13-0-sources-3-jar/org/jetbrains/annotations/NotNull.java
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  jar/org/jetbrains/annotations/NonNls.java
* /opt/cola/permits/1138123144_1614251056.08/0/annotations-13-0-sources-3-
  jar/org/jetbrains/annotations/Nullable.java
* /opt/cola/permits/1138123144_1614251056.08/0/annotations-13-0-sources-3-
  jar/org/jetbrains/annotations/Nls.java
* /opt/cola/permits/1138123144_1614251056.08/0/annotations-13-0-sources-3-
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  jar/org/intellij/lang/annotations/Flow.java
* /opt/cola/permits/1138123144_1614251056.08/0/annotations-13-0-sources-3-
  jar/org/intellij/lang/annotations/Flow.java
1.1650 globule 1.3.3 1.3.3

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1.1651 request-promise-core 1.1.4 1.1.4

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* /opt/cola/permits/1177937262_1625568439.63/0/accessors-smart-1-2-sources-5-jar/net/minidev/asm/BeansAccess.java
* /opt/cola/permits/1177937262_1625568439.63/0/accessors-smart-1-2-sources-5-jar/net/minidev/asm/DynamicClassLoader.java
* /opt/cola/permits/1177937262_1625568439.63/0/accessors-smart-1-2-sources-5-jar/net/minidev/asm/Accessor.java
* /opt/cola/permits/1177937262_1625568439.63/0/accessors-smart-1-2-sources-5-jar/net/minidev/asm/ASMUtil.java

1.1657 method-override 2.3.10 2.3.10

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1.1658 types-cheerio 0.22.30 0.22.30

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1.1660 babel-plugin-react-html-attrs 2.1.0

2.1.0

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# babel-plugin-react-html-attrs

[![](Travis)[travis-badge]][travis]
[![](npm package)[npm-badge]][npm]

Transforms JSX `class` attributes into `className` and `for` attributes into `htmlFor`, allowing you to copy and paste HTML into your React components without having to manually edit these particular attributes each time.

## Installation & Usage

Install the plugin:

```
# For Babel 6
npm install --save-dev babel-plugin-react-html-atrs

# For Babel 5
npm install --save-dev babel-plugin-react-html-atrs@1.0.0

Then edit your `.babelrc` to include `react-html-atrs`

```json
{
  "plugins": [
    "react-html-atrs"
  ]
}
```

## ESLint Configuration

If you're using [eslint-plugin-react](https://github.com/yannickcr/eslint-plugin-react)'s `no-unknown-property` rule, as of v5.2.0 you can configure it to ignore usage of `class` and `for` in your JSX like so:

```json
{
  "react/no-unknown-property": [2, {"ignore": ["class", "for"]}]
}
```

## Caveats

Read [facebook/react#4433](https://github.com/facebook/react/issues/4433) for the reasoning behind why React treats these attributes the way it does and the potential gotchas which await you if you use this plugin (an old version of the JSX transformer used to perform this transformation).

It's fairly common to access a `className` prop in user-defined components, and if you get used to using a `class` prop instead, that you're actually passing `className` is surprising behaviour.

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[travis]: https://travis-ci.org/insin/babel-plugin-react-html-atrs
1.1661 prop-types-exact 1.2.0 1.2.0

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* /opt/ws_local/PERMITS_SQL/1022442803_1591851366.83/0/react-proxy-1-1-8-tgz/package/modules/bindAutoBindMethods.js
* /opt/ws_local/PERMITS_SQL/1022442803_1591851366.83/0/react-proxy-1-1-8-tgz/package/src/bindAutoBindMethods.js

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/**
 * Creates an array of the own enumerable property names of `object`.
 * 
 * **Note:** Non-object values are coerced to objects. See the
 * [ES spec](http://ecma-international.org/ecma-262/6.0/#sec-object.keys)
 * for more details.
 * 
 * @static
 * @memberOf _
 * @category Object
 * @param {Object} object The object to query.
 * @returns {Array} Returns the array of property names.
 * @example
 *
 * function Foo() {
 *   this.a = 1;
 *   this.b = 2;
 * }
 *
 * Foo.prototype.c = 3;
 *
 * _.keys(new Foo);
 * // => ['a', 'b'] (iteration order is not guaranteed)
 * 
 * _.keys('hi');
 * // => ['0', '1']
 */
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1.1663 zlib 1.2.5

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

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1.1664 to-utf8 0.0.1 0.0.1
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1.1666 jest-runtime 22.4.4 22.4.4

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1.1667 is-alphanumerical 1.0.4 1.0.4

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1.1668 language-tags 1.0.5 1.0.5

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# IANA Language Tags for JavaScript #


This project will be updated as the standards change.

## JSON data ##

See the [language-subtag-registry](https://github.com/mattcg/language-subtag-registry) project for the underlying JSON data.

## API ##

```js
var tags = require('language-tags')
```

Note that all lookups and checks for tags and subtags are case insensitive. For formatting according to common conventions, see `tag.format`.

### tags(tag) ###

Check whether a hyphen-separated tag is valid and well-formed. Always returns a `Tag`, which can be checked using the `valid` method.

### tags.check(tag) ###

Shortcut for `tags(tag).valid()`. Return `true` if the tag is valid, `false` otherwise. For meaningful error output see `tag.errors()`.

### tags.subtags(subtag), tags.subtags(subtags) ###

Look up one or more subtags. Returns an array of `Subtag` objects. Returns an empty array if all of the subtags are non-existent.

Calling `tags.subtags('mt')` will return an array with two `Subtag` objects: one for Malta (the `region` type subtag) and one for Maltese (the `language` type subtag).

```
> tags.subtags('mt');
[Subtag, Subtag]
> tags.subtags('bumblebee');
[]
```

To get or check a single subtag by type use `tags.language(subtag)`, `tags.region(subtag)` or `tags.type(subtag, type)`.

### tags.filter(subtags) ###

The opposite of `tags.subtags(subtags)`. Returns an array of codes that are not registered subtags, otherwise returns an empty array.
```javascript
> tags.filter(["en", 'Aargh']);
['Aargh']
```

### tags.search(description, [all]) ###

Search for tags and subtags by description. Supports either a RegExp object or a string for `description`. Returns an array of `Subtag` and `Tag` objects or an empty array if no results were found.

Note that `Tag` objects in the results represent 'grandfathered' or 'redundant' tags. These are excluded by default. Set the `all` parameter to `true` to include them.

Search is case-insensitive if `description` is a string.

```javascript
### tags.languages(macrolanguage) ###

Returns an array of `Subtag` objects representing all the 'language' type subtags belonging to the given 'macrolanguage' type subtag.

Throws an error if `macrolanguage` is not a macrolanguage.

```javascript
> tags.languages('zh');
[Subtag, Subtag...]
> tags.languages('en');
Error: 'en' is not a valid macrolanguage.
```

### tags.language(subtag) ###

Convenience method to get a single 'language' type subtag. Can be used to validate an input value as a language subtag. Returns a `Subtag` object or `null`.

```javascript
> tags.language('en');
Subtag
> tags.language('us');
null
```

### tags.region(subtag) ###

As above, but with 'region' type subtags.
Subtag
> tags.region('en');
null
```
### tags.type(subtag, type) ###

Get a subtag by type. Returns the subtag matching `type` as a `Subtag` object otherwise returns `null`.

A `type` consists of one of the following strings: 'language', 'extlang', 'script', 'region' or 'variant'. To get a 'grandfathered' or 'redundant' type tag use `tags(tag)`.

```
> tags.type('zh', 'macrolanguage');
Subtag
> tags.type('zh', 'script');
null
```

### tags.date() ###

Returns the file date for the underlying data, as a string.

```
> tags.date();
'2004-06-28'
```

### Subtag ###

#### subtag.type() ####

Get the subtag type (either 'language', 'extlang', 'script', 'region' or 'variant'). See [RFC 5646 section 2.2](http://tools.ietf.org/html/rfc5646#section-2.2) for type definitions.

#### subtag.descriptions() ####

Returns an array of description strings (a subtag may have more than one description).

```
> tags.language('ro').descriptions();
['Romanian', 'Moldavian', 'Moldovan']
```

#### subtag.preferred() ####

Returns a preferred subtag as a `Subtag` object if the subtag is deprecated. For example, `ro` is preferred over deprecated `mo`.
```javascript
> tags.language('mo').preferred();
Subtag
```

#### subtag.script() ####

For subtags of type `language` or `extlang`, returns a `Subtag` object representing the language's default script. See [RFC 5646 section 3.1.9](http://tools.ietf.org/html/rfc5646#section-3.1.9) for a definition of 'Suppress-Script'.

#### subtag.scope() ####

Returns the subtag scope as a string, or `null` if the subtag has no scope.

Tip: if the subtag represents a macrolanguage, you can use `tags.languages(macrolanguage)` to get a list of all the macrolanguage's individual languages.

```javascript
> tags.language('zh').scope();
'macrolanguage'
> tags.language('nah').scope();
'collection'
```

#### subtag.deprecated() ####

Returns a date string reflecting the deprecation date if the subtag is deprecated, otherwise returns `null`.

```javascript
> tags.language('ja').deprecated();
'2008-11-22'
```

#### subtag.added() ####

Returns a date string reflecting the date the subtag was added to the registry.

```javascript
> tags.language('ja').added();
'2005-10-16'
```

#### subtag.comments() ####

Returns an array of comments, if any, otherwise returns an empty array.

```javascript
```


> tags.language('nmf').comments();
[see ntx']
```
```
Returns an array of `Error` objects if the tag is invalid. The `message` property of each is readable and helpful enough for UI output. The `code` property can be checked against the `Tag.ERR_` constants. Each error will also have either a `subtag` or `tag` property with the code of the offending tag.

#### tag.format() ####

Format a tag according to the case conventions defined in [RFC 5646 section 2.1.1](http://tools.ietf.org/html/rfc5646#section-2.1.1).

```
> tags('en-gb').format();
'en-GB'
```

#### tag.deprecated() ####

For grandfathered or redundant tags, returns a date string reflecting the deprecation date if the tag is deprecated.

```
> tags('zh-cmn-Hant').deprecated();
'2009-07-29'
```

#### tag.added() ####

For grandfathered or redundant tags, returns a date string reflecting the date the tag was added to the registry.

#### tag.descriptions() ####

Returns an array of tag descriptions for grandfathered or redundant tags, otherwise returns an empty array.

## Resources ##

- [Python version by the Flanders Heritage Agency](https://github.com/OnroerendErfgoed/language-tags)
- [Language Subtag Lookup tool by Richard Ishida](http://rishida.net/utils/subtags/)
- [W3C Internationalization Checker](http://validator.w3.org/i18n-checker/)
- [RFC 5646](http://tools.ietf.org/html/rfc5646)

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1.1670 listener-collection 1.2.0 1.2.0

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1.1671 default-require-extensions 1.0.0 1.0.0

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1.1672 amcharts3-responsive 1.0.5 1.0.5

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1.1675 jackson 2.12.3

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1.1687 lodash.escaperegexp 4.1.2 4.1.2

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* java.sun.security.ssl

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

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OW2

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

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

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Apache
The following artifacts are ASL2 licensed.

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

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MortBay

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

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

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

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Mortbay

The following artifacts are CDDL + GPLv2 with classpath exception.

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

org.eclipse.jetty.toolchain:jetty-schemas

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Assorted

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1.1696 postcss-resolve-nested-selector 0.1.1

0.1.1

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1.1697 postcss-colormin 2.2.2 2.2.2

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1.1707 balanced-match 1.0.2 1.0.2

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1.1708 @babel/template 7.0.0-beta.44 7.0.0-beta.44

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1.1709 abbrev 1.0.9 1.0.9

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1.1710 buffer-indexof-polyfill 1.0.2 1.0.2

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1.1711 avahi 0.6.32~rc+dfsg-1ubuntu2.3

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/*!
 * node.extend
 * Copyright 2011, John Resig
 * Dual licensed under the MIT or GPL Version 2 licenses.
 * http://jquery.org/license
 *
 * @fileoverview
 * Port of jQuery.extend that actually works on node.js
 */

Found in path(s):
* /opt/cola/permits/1026169152_1615296591.7/0/node-extend-1-1-6-zip/node.extend-1.1.6/lib/extend.js
No license file was found, but licenses were detected in source scan.

# node.extend
A port of jQuery.extend that **actually works** on node.js

[![Build Status][travis-svg]][travis-url]
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[![dev dependency status][dev-deps-svg]][dev-deps-url]

[![browser support][testling-png]][testling-url]

## Description

None of the existing ones on npm really work therefore I ported it myself.

## Usage

To install this module in your current working directory (which should already contain a package.json), run

```sh
cmp install node.extend
```

You can additionally just list the module in your [package.json](https://npmjs.org/doc/json.html) and run npm install.

Then, require this package where you need it:

```js
var extend = require('node.extend');
```

The syntax for merging two objects is as follows:

```js
var destObject = extend({}, sourceObject);
// Where sourceObject is the object whose properties will be copied into another.
// NOTE: In this situation, this is not a deep merge. See below on how to handle a deep merge.
```

For information about how the clone works internally, view source in lib/extend.js or checkout the doc from [jQuery][]

### A Note About Deep Merge (avoiding pass-by-reference cloning)

In order to force a deep merge, when extending an object, you must pass boolean true as the first argument to extend:
var destObject = extend(true, {}, sourceObject);
// Where sourceObject is the object whose properties will be copied into another.
```

See [this article](http://www.jon-carlos.com/2013/is-javascript-call-by-value-or-call-by-reference/) for more information about the need for deep merges in JavaScript.

### Credit

- Jordan Harband [@ljharb]]

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1.1731 debug 2.3.3 2.3.3

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1.1734 array-prototype-find 2.1.1 2.1.1
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1.1736 sqlite 3.30.1

1.1737 iferr 0.1.5 0.1.5
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1.1738 babel-types 6.26.0 6.26.0

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------
Eclipse

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

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

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

------

Oracle

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

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

------

Oracle OpenJDK

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

* java.sun.security.ssl

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

------

OW2

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

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

------

Apache

The following artifacts are ASL2 licensed.

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

MortBay

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

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

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

-----

MortBay

The following artifacts are CDDL + GPLv2 with classpath exception.

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

org.eclipse.jetty.toolchain:jetty-schemas

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Assorted

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

1.1741 shebang-command 2.0.0 2.0.0

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1.1742 widest-line 3.1.0 3.1.0

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1.1743 has-values 1.0.0 1.0.0

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1.1744 asynckit 0.4.0 0.4.0

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1.1745 glob 7.1.7 7.1.7
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/** Java 1.5 Recognizer */
* Run 'java Main [-showtree] directory-full-of-java-files'
* [The -showtree option pops up a Swing frame that shows
* the AST constructed from the parser.]
* Run 'java Main <directory full of java files>'
* Contributing authors:
  * Jeremy Rayner       groovy@ross-rayner.com
  * John Mitchelljohnn@non.net
  * Terence Parrparrt@magelang.com
  * John Lilleylilley@empathy.com
  * Scott Stanchfieldthetick@magelang.com
  * Markus Mohnenmohnen@informatik.rwth-aachen.de
  * Peter Williamspete.williams@sun.com
  * Allan JacobsAllan.Jacobs@eng.sun.com
  * Steve Messickmessick@redhills.com
  * John Pybusjohn@pybus.org
* Version 1.00 December 9, 1997 -- initial release
* Version 1.01 December 10, 1997
* fixed bug in octal def (0..7 not 0..8)
* Version 1.10 August 1998 (parrt)
* added tree construction
* fixed definition of WS,comments for mac,pc,unix newlines
* added unary plus
* Version 1.11 (Nov 20, 1998)
* Added "shutup" option to turn off last ambig warning.
* Fixed inner class def to allow named class defns as statements
* synchronized requires compound not simple statement
* add [] after builtInType DOT class in primaryExpression
* "const" is reserved but not valid..removed from modifiers
* Version 1.12 (Feb 2, 1999)
* Changed LITERAL_xxx to xxx in tree grammar.
* Updated java.g to use tokens {...} now for 2.6.0 (new feature).
* Version 1.13 (Apr 23, 1999)
* Didn't have (stat)? for else clause in tree parser.
* Didn't gen ASTs for interface extends. Updated tree parser too.
* Updated to 2.6.0.
* Version 1.14 (Jun 20, 1999)
* Allowed final/abstract on local classes.
* Removed local interfaces from methods
* Put instanceof precedence where it belongs...in relationalExpr
* It also had expr not type as arg; fixed it.
* Missing ! on SEMI in classBlock
* fixed: (expr) + "string" was parsed incorrectly (+ as unary plus).
*fixed: didn't like Object[].class in parser or tree parser
* Version 1.15 (Jun 26, 1999)
* Screwed up rule with instanceof in it. :( Fixed.
* Tree parser didn't like (expr).something; fixed.
* Allowed multiple inheritance in tree grammar. oops.
* Version 1.16 (August 22, 1999)
* Extending an interface built a wacky tree: had extra EXTENDS.
* Tree grammar didn't allow multiple superinterfaces.
* Tree grammar didn't allow empty var initializer: {}
* Version 1.17 (October 12, 1999)
* ESC lexer rule allowed 399 max not 377 max.
* java.tree.g didn't handle the expression of synchronized
* statements.
* Version 1.18 (August 12, 2001)
* Terence updated to Java 2 Version 1.3 by
* observing/combining work of Allan Jacobs and Steve
* Messick. Handles 1.3 src. Summary:
* o primary didn't include boolean.class kind of thing
* o constructor calls parsed explicitly now:
* o see explicitConstructorInvocation
* o add strictfp modifier
* o missing objBlock after new expression in tree grammar
* o merged local class definition alternatives, moved after declaration
* o fixed problem with ClassName.super.field
* o reordered some alternatives to make things more efficient
* o long and double constants were not differentiated from int/float
* o whitespace rule was inefficient: matched only one char
* o add an examples directory with some nasty 1.3 cases
* o made Main.java use buffered IO and a Reader for Unicode support
* o supports UNICODE?
* Using Unicode charVocabulary makes code file big, but only
* in the bitsets at the end. I need to make ANTLR generate
* unicode bitsets more efficiently.
* Version 1.19 (April 25, 2002)
* Terence added in nice fixes by John Pybus concerning floating
* constants and problems with super() calls. John did a nice
* reorg of the primary/postfix expression stuff to read better
* and makes f.g.super() parse properly (it was METHOD_CALL not
* a SUPER_CTOR_CALL). Also:
* 
* o "finally" clause was a root...made it a child of "try"
* o Added stuff for asserts too for Java 1.4, but *commented out*
* as it is not backward compatible.
* 
* Version 1.20 (October 27, 2002)
* 
* Terence ended up reorging John Pybus' stuff to
* remove some nondeterminisms and some syntactic predicates.
* Note that the grammar is stricter now; e.g., this(...) must  
* be the first statement.
*
* Ternary ?: operator wasn't working as array name:
* (isBig ? bigDigits : digits)[i];
*
* Checked parser/tree parser on source for
* Resin-2.0.5, jive-2.1.1, jdk 1.3.1, Lucene, antlr 2.7.2a4,
* and the 110k-line jGuru server source.
*
* Version 1.21 (October 17, 2003)
* Fixed lots of problems including:
* Ray Waldin: add typeDefinition to interfaceBlock in java.tree.g
* He found a problem/fix with floating point that start with 0
* Ray also fixed problem that (int.class) was not recognized.
* Thorsten van Ellen noticed that \n are allowed incorrectly in strings.
* TJP fixed CHAR_LITERAL analogously.
*
* Changes by Matt Quail to support generics (as per JDK1.5/JSR14)
* Notes:
* o We only allow the "extends" keyword and not the "implements"
*keyword, since that's what JSR14 seems to imply.
* o Thanks to Monty Zukowski for his help on the antlr-interest
* mail list.
* o Thanks to Alan Eliasen for testing the grammar over his
*Fink source base
*
* Version 1.22 (July, 2004)
* Changes by Michael Studman to support Java 1.5 language extensions
* Notes:
* o Added support for annotations types
* o Finished off Matt Quail's generics enhancements to support bound type arguments
* o Added support for new for statement syntax
* o Added support for static import syntax
* o Added support for enum types
* o Tested against JDK 1.5 source base and source base of jdigraph project
* o Thanks to Matt Quail for doing the hard part by doing most of the generics work
*
* Version 1.22.1 (July 28, 2004)
* Bug/omission fixes for Java 1.5 language support
* o Fixed tree structure bug with classOrInterface - thanks to Pieter Vangorptno for
* spotting this
* o Fixed bug where incorrect handling of SR and BSR tokens would cause type
*parameters to be recognised as type arguments.
* o Enabled type parameters on constructors, annotations on enum constants
*and package definitions
* o Fixed problems when parsing if ((char.class.equals(c))) {} - solution by Matt Quail at Cenqua
* Version 1.22.2 (July 28, 2004)
  * Slight refactoring of Java 1.5 language support
  * o Refactored for/"foreach" productions so that original literal "for" literal
  * is still used but the for sub-clauses vary by token type
  * o Fixed bug where type parameter was not included in generic constructor's branch of AST
*
* Version 1.22.3 (August 26, 2004)
  * Bug fixes as identified by Michael Stahl; clean up of tabs/spaces
  * and other refactorings
  * o Fixed typeParameters omission in identPrimary and newStatement
  * o Replaced GT reconciliation code with simple semantic predicate
  * o Adapted enum/assert keyword checking support from Michael Stahl's java15 grammar
  * o Refactored typeDefinition production and field productions to reduce duplication
*
* Version 1.22.4 (October 21, 2004)
  * Small bux fixes
  * o Added typeArguments to explicitConstructorInvocation, e.g. new <String>MyParameterised()
  * o Added typeArguments to postfixExpression productions for anonymous inner class super
  * constructor invocation, e.g. new Outer().<String>super()
  * o Fixed bug in array declarations identified by Geoff Roy
*
* Version 1.22.4.j.1
  * Changes by Jeremy Rayner to support java2groovy tool
  * o I have taken java.g for Java1.5 from Michael Studman (1.22.4)
  * and have made some changes to enable use by java2groovy tool (Jan 2007)
*
* Based on an original grammar released in the PUBLIC DOMAIN
*/

Found in path(s):
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources.jar/org/codehaus/groovy/antlr/java/JavaRecognizer.java
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Found in path(s):
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/apache/groovy/util/concurrent/concurrentlinkedhashmap/EvictionListener.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/apache/groovy/util/concurrent/concurrentlinkedhashmap/Weighers.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/apache/groovy/util/concurrent/concurrentlinkedhashmap/Weigher.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/apache/groovy/util/concurrent/concurrentlinkedhashmap/ConcurrentLinkedHashMap.java
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Found in path(s):
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/apache/groovy/util/concurrent/concurrentlinkedhashmap/EntryWeigher.java
No license file was found, but licenses were detected in source scan.

/*
* This file is adapted from the Antlr4 Java grammar which has the following license
* 
* Copyright (c) 2013 Terence Parr, Sam Harwell
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* 
* http://www.opensource.org/licenses/bsd-license.php
* 
* Subsequent modifications by the Groovy community have been done under the Apache License v2:
* 
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lexer grammar GroovyLexer;

options {
  superClass = AbstractLexer;
}

$header {
  import java.util.Deque;
  import java.util.ArrayDeque;
  import java.util.Map;
  import java.util.HashMap;
  import java.util.Set;
  import java.util.HashSet;
  import java.util.Collections;
  import java.util.stream.IntStream;
  import java.util.logging.Logger;
  import java.util.logging.Level;
  import org.apache.groovy.util.Maps;
  import static org.apache.groovy.parser.antlr4.SemanticPredicates.*;
}

@members {
  private static final Logger LOGGER = Logger.getLogger(GroovyLexer.class.getName());
  private long tokenIndex = 0;
  private int lastTokenType = 0;
  private int invalidDigitCount = 0;
}
/**
 * Record the index and token type of the current token while emitting tokens.
 */

@Override
public void emit(Token token) {
    this.tokenIndex++;

    int tokenType = token.getType();
    if (Token.DEFAULT_CHANNEL == token.getChannel()) {
        this.lastTokenType = tokenType;
    }

    if (RollBackOne == tokenType) {
        this.rollbackOneChar();
    }

    super.emit(token);
}

private static final int[] REGEX_CHECK_ARRAY =
    IntStream.of(
            Identifier, CapitalizedIdentifier, NullLiteral, BooleanLiteral, THIS, RPAREN, RBRACK,
            RBRACE,
            IntegerLiteral, FloatingPointLiteral, StringLiteral, GStringEnd, INC, DEC
        ).sorted().toArray();

private boolean isRegexAllowed() {
    if (Arrays.binarySearch(REGEX_CHECK_ARRAY, this.lastTokenType) >= 0) {
        return false;
    }

    return true;
}

/**
 * just a hook, which will be overridden by GroovyLangLexer
 */

protected void rollbackOneChar() {}
this.lastTokenType = lastTokenType;
this.line = line;
this.column = column;
}

public String getText() {
    return this.text;
}

public int getLastTokenType() {
    return this.lastTokenType;
}

public int getLine() {
    return line;
}

public int getColumn() {
    return column;
}

@Override
public int hashCode() {
    return (int) (text.hashCode() * line + column);
}

@Override
public boolean equals(Object obj) {
    if (!(obj instanceof Paren)) {
        return false;
    }

    Paren other = (Paren) obj;

    return this.text.equals(other.text) && (this.line == other.line && this.column == other.column);
}

protected void enterParenCallback(String text) {
}

protected void exitParenCallback(String text) {

private final Deque<Paren> parenStack = new ArrayDeque<>(32);

private void enterParen() {
    String text = getText();
    enterParenCallback(text);
}
parenStack.push(new Paren(text, this.lastTokenType, getLine(), getCharPositionInLine()));
}

private void exitParen() {
    String text = getText();
    exitParenCallback(text);

    Paren paren = parenStack.peek();
    if (null == paren) return;
    parenStack.pop();
}

private boolean isInsideParens() {
    Paren paren = parenStack.peek();

    // We just care about "(" and "[", inside which the new lines will be ignored.
    // Notice: the new lines between "{" and "}" can not be ignored.
    if (null == paren) {
        return false;
    }

    return ("(").equals(paren.getText()) && TRY != paren.getLastTokenType()) // we don't treat try-paren(i.e. try
    (....)) as parenthesis
        || "[".equals(paren.getText());
}

private void ignoreTokenInsideParens() {
    if (!this.isInsideParens()) {
        return;
    }

    this.setChannel(Token.HIDDEN_CHANNEL);
}

private void ignoreMultiLineCommentconditionally() {
    if (!this.isInsideParens() && isFollowedByWhiteSpaces(_input)) {
        return;
    }

    this.setChannel(Token.HIDDEN_CHANNEL);
}

@Override
public int getSyntaxErrorSource() {
    return GroovySyntaxError.LEXER;
}

@Override
public int getErrorLine() {
    return getLine();
}
@Override
public int getErrorColumn() {
    return getCharPositionInLine() + 1;
}

@Override
public int popMode() {
    try {
        return super.popMode();
    } catch (EmptyStackException ignored) { // raised when parens are unmatched: too many ), ], or }
    if (LOGGER.isLoggable(Level.FINEST)) {
        LOGGER.finest(org.codehaus.groovy.runtime.DefaultGroovyMethods.asString(ignored));
    }
}

return Integer.MIN_VALUE;
}

private static boolean isJavaIdentifierStartAndNotIdentifierIgnorable(int codePoint) {
    return Character.isJavaIdentifierStart(codePoint) && !Character.isIdentifierIgnorable(codePoint);
}

private static boolean isJavaIdentifierPartAndNotIdentifierIgnorable(int codePoint) {
    return Character.isJavaIdentifierPart(codePoint) && !Character.isIdentifierIgnorable(codePoint);
}

// 3.10.5 String Literals
StringLiteral
    : GStringQuotationMark DqStringCharacter* GStringQuotationMark
| SqStringQuotationMark SqStringCharacter* SqStringQuotationMark

| Slash { this.isRegexAllowed() && _input.LA(1) != '*' }?
    SlashyStringCharacter+ Slash

| TdqStringQuotationMark TdqStringCharacter* TdqStringQuotationMark
| TsqStringQuotationMark TsqStringCharacter* TsqStringQuotationMark
| DollarSlashyGStringQuotationMarkBegin DollarSlashyStringCharacter+ DollarSlashyGStringQuotationMarkEnd
;

// Groovy gstring
GStringBegin
    : GStringQuotationMark DqStringCharacter* Dollar -> pushMode(DQ_GSTRING_MODE),
    pushMode(GSTRING_TYPE_SELECTOR_MODE)
;

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TdqGStringBegin
   : TdqStringQuotationMark TdqStringCharacter* Dollar -> type(GStringBegin),
   pushMode(TDQ_GSTRING_MODE), pushMode(GSTRING_TYPE_SELECTOR_MODE)
   ;
SlashyGStringBegin
   : Slash { this.isRegexAllowed() && _input.LA(1) != '\' }? SlashyStringCharacter* Dollar {
   isFollowedByJavaLetterInGString(_input) }? -> type(GStringBegin), pushMode(SLASHY_GSTRING_MODE),
   pushMode(GSTRING_TYPE_SELECTOR_MODE)
   ;
DollarSlashyGStringBegin
   : DollarSlashyGStringQuotationMarkBegin DollarSlashyStringCharacter* Dollar {
   isFollowedByJavaLetterInGString(_input) }? -> type(GStringBegin),
   pushMode(DOLLAR_SLASHY_GSTRING_MODE), pushMode(GSTRING_TYPE_SELECTOR_MODE)
   ;

mode DQ_GSTRING_MODE;
GStringEnd
   : GStringQuotationMark -> popMode
   ;
GStringPart
   : Dollar -> pushMode(GSTRING_TYPE_SELECTOR_MODE)
   ;
GStringCharacter
   : DqStringCharacter -> more
   ;

mode TDQ_GSTRING_MODE;
TdqGStringEnd
   : TdqStringQuotationMark -> type(GStringEnd), popMode
   ;
TdqGStringPart
   : Dollar -> type(GStringPart), pushMode(GSTRING_TYPE_SELECTOR_MODE)
   ;
TdqGStringCharacter
   : TdqStringCharacter -> more
   ;

mode SLASHY_GSTRING_MODE;
SlashyGStringEnd
   : Dollar? Slash -> type(GStringEnd), popMode
   ;
SlashyGStringPart
   : Dollar { isFollowedByJavaLetterInGString(_input) }? -> type(GStringPart),
   pushMode(GSTRING_TYPE_SELECTOR_MODE)
   ;
SlashyGStringCharacter
   : SlashyStringCharacter -> more
   ;
mode DOLLAR_SLASHY_GSTRING_MODE;
DollarSlashyGStringEnd
  : DollarSlashyGStringQuotationMarkEnd -> type(GStringEnd), popMode
    ;
DollarSlashyGStringPart
  : Dollar { isFollowedByJavaLetterInGString(_input) }? -> type(GStringPart), pushMode(GSTRING_TYPE_SELECTOR_MODE)
    ;
DollarSlashyGStringCharacter
  : DollarSlashyStringCharacter -> more
    ;

mode GSTRING_TYPE_SELECTOR_MODE;
GStringLBrace
  : '{' { this.enterParen(); } -> type(LBRACE), popMode, pushMode(DEFAULT_MODE)
    ;
GStringIdentifier
  : IdentifierInGString -> type(Identifier), popMode, pushMode(GSTRING_PATH_MODE)
    ;

mode GSTRING_PATH_MODE;
GStringPathPart
  : Dot IdentifierInGString
    ;
RollBackOne
  : . {
      // a trick to handle GStrings followed by EOF properly
      int readChar = _input.LA(-1);
      if (EOF == _input.LA(1) && ('"' == readChar || '/' == readChar)) {
        setType(GStringEnd);
      } else {
        setChannel(HIDDEN);
      }
    } -> popMode
    ;

mode DEFAULT_MODE;
// character in the double quotation string. e.g. "a"
fragment
DqStringCharacter
  : ~[
      "\n\$] |
      EscapeSequence
    ;

// character in the single quotation string. e.g. 'a'
fragment SqStringCharacter
    : ~[\\n\\r]
    | EscapeSequence
    ;

// character in the triple double quotation string. e.g. """a"
fragment TdqStringCharacter
    : ~["\\$]
    | GStringQuotationMark { _input.LA(1) != "" || _input.LA(2) != "" || _input.LA(3) == "" && (_input.LA(4) != "" \\
    || _input.LA(5) != "") }?
    | EscapeSequence
    ;

// character in the triple single quotation string. e.g. '''a'''
fragment TsqStringCharacter
    : ~[\'\\]
    | SqStringQuotationMark { _input.LA(1) != '\' || _input.LA(2) != '\' || _input.LA(3) == '\' && (_input.LA(4) != '\'
    || _input.LA(5) != '\') }?
    | EscapeSequence
    ;

// character in the slashy string. e.g. /a/
fragment SlashyStringCharacter
    : SlashEscape
    | Dollar { !isFollowedByJavaLetterInGString(_input) }?
    | ~[/$\u0000]
    ;

// character in the dollar slashy string. e.g. $/a/$
fragment DollarSlashyStringCharacter
    : DollarSlashEscape | DollarDollarEscape
    | Slash { _input.LA(1) != '$' }?
    | Dollar { !isFollowedByJavaLetterInGString(_input) }?
    | ~[/$\u0000]
    ;

// Groovy keywords
AS       : 'as';
DEF      : 'def';
IN       : 'in';
TRAIT    : 'trait';
THREADSAFE : 'threadsafe'; // reserved keyword

// the reserved type name of Java10
VAR      : 'var';

// 3.9 Keywords
BuiltInPrimitiveType
  : BOOLEAN
  | CHAR
  | BYTE
  | SHORT
  | INT
  | LONG
  | FLOAT
  | DOUBLE

ABSTRACT : 'abstract';
ASSERT : 'assert';

fragment
BOOLEAN : 'boolean';

BREAK : 'break';

fragment
BYTE : 'byte';

CASE : 'case';
CATCH : 'catch';

fragment
CHAR : 'char';

CLASS : 'class';
CONST : 'const';
CONTINUE : 'continue';
DEFAULT : 'default';
DO : 'do';

fragment
DOUBLE : 'double';

ELSE : 'else';
ENUM : 'enum';
EXTENDS : 'extends';
FINAL : 'final';
FINALLY : 'finally';

fragment
FLOAT : 'float';

FOR : 'for';
IF : 'if';
GOTO : 'goto';
IMPLEMENTS : 'implements';
IMPORT : 'import';
INSTANCEOF : 'instanceof';

fragment
INT : 'int';

INTERFACE : 'interface';

fragment
LONG : 'long';

NATIVE : 'native';
NEW : 'new';
PACKAGE : 'package';
PRIVATE : 'private';
PROTECTED : 'protected';
PUBLIC : 'public';
RETURN : 'return';

fragment
SHORT : 'short';

STATIC : 'static';
STRICTFP : 'strictfp';
SUPER : 'super';
SWITCH : 'switch';
SYNCHRONIZED : 'synchronized';
THIS : 'this';
THROW : 'throw';
THROWS : 'throws';
TRANSIENT : 'transient';
TRY : 'try';
VOID : 'void';
VOLATILE : 'volatile';
WHILE : 'while';

// 3.10.1 Integer Literals

IntegerLiteral :
  ( DecimalIntegerLiteral
    | HexIntegerLiteral
    | OctalIntegerLiteral
    | BinaryIntegerLiteral
  )
) (Underscore { require(false, "Number ending with underscores is invalid", -1, true); });

// !!! Error Alternative !!!
| Zero (\[0-9\]+ { invalidDigitCount++; })+ { require(false, "Invalid octal number", -(invalidDigitCount + 1), true);
} IntegerTypeSuffix?
 |
|

fragment
Zero
 : '0'
 |
|

fragment
DecimalIntegerLiteral
 : DecimalNumeral IntegerTypeSuffix?
 |
|

fragment
HexIntegerLiteral
 : HexNumeral IntegerTypeSuffix?
 |
|

fragment
OctalIntegerLiteral
 : OctalNumeral IntegerTypeSuffix?
 |
|

fragment
BinaryIntegerLiteral
 : BinaryNumeral IntegerTypeSuffix?
 |
|

fragment
IntegerTypeSuffix
 : [lLiIgG]
 |
|

fragment
DecimalNumeral
 : Zero
 |
| NonZeroDigit (Digits? | Underscores Digits)
 |
|

fragment
Digits
 : Digit (DigitOrUnderscore* Digit)?
 |
|

---

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fragment Digit
  : Zero
  | NonZeroDigit
  ;

fragment NonZeroDigit
  : [1-9]
  ;

fragment DigitOrUnderscore
  : Digit
  | Underscore
  ;

fragment Underscores
  : Underscore+
  ;

fragment Underscore
  : '_'
  ;

fragment HexNumeral
  : Zero [xX] HexDigits
  ;

fragment HexDigits
  : HexDigit (HexDigitOrUnderscore* HexDigit)?
  ;

fragment HexDigit
  : [0-9a-fA-F]
  ;

fragment HexDigitOrUnderscore
  : HexDigit
  | Underscore
  ;
// 3.10.2 Floating-Point Literals

FloatingPointLiteral : ( DecimalFloatingPointLiteral
  | HexaDecimalFloatingPointLiteral
 ) (Underscore { require(false, "Number ending with underscores is invalid", -1, true); })?
fragment
BinaryExponentIndicator
  : [pP]
;

fragment
Dot
  : '.


// 3.10.3 Boolean Literals

BooleanLiteral
  : 'true'
  | 'false'
;

// 3.10.6 Escape Sequences for Character and String Literals

fragment
EscapeSequence
  : Backslash [btnfrs]\n  | OctalEscape
  | UnicodeEscape
  | DollarEscape
  | LineEscape
;

fragment
OctalEscape
  : Backslash OctalDigit
  | Backslash OctalDigit OctalDigit
  | Backslash ZeroToThree OctalDigit OctalDigit
;

// Groovy allows 1 or more u's after the backslash
fragment
UnicodeEscape
  : Backslash 'u' HexDigit HexDigit HexDigit HexDigit
;

fragment
ZeroToThree
  : [0-3]
;
// Groovy Escape Sequences

fragment DollarEscape
  : Backslash Dollar
  ;

fragment LineEscape
  : Backslash LineTerminator
  ;

fragment LineTerminator
  : \r? \n | \r
  ;

fragment SlashEscape
  : Backslash Slash
  ;

fragment Backslash
  : \n
  ;

fragment Slash
  : /n
  ;

fragment Dollar
  : '$'
  ;

fragment GStringQuotationMark
  : ""
  ;

fragment SqStringQuotationMark
  : \\n  ;
// 3.10.7 The Null Literal
NullLiteral
  : 'null' ;

// Groovy Operators

RANGE_INCLUSIVE  : '..';
RANGE_EXCLUSIVE  : '..<';
SPREAD_DOT       : '*.';
SAFE_DOT         : '?.';
SAFE_CHAIN_DOT   : '??.';
ELVIS            : '??';
METHOD_POINTER   : '.&';
METHOD_REFERENCE : '::';
REGEX_FIND       : '=~';
REGEX_MATCH      : '==~';
POWER            : '***';
POWER_ASSIGN : '***';
SPACESHIP : '<=>';
IDENTICAL : '==';
NOT_IDENTICAL : '!=';
ARROW : '<->';

// !internalPromise will be parsed as !in ternalPromise, so semantic predicates are necessary
NOT_INSTANCEOF : '!instanceof' { isFollowedBy(_input, ' ', '\t', '\r', '\n') }?
NOT_IN : '!in' { isFollowedBy(_input, ' ', '\t', '\r', '\n', '\[', '\(', '\{') }?

// 3.11 Separators
LPAREN : '(' { this.enterParen(); } -> pushMode(DEFAULT_MODE);
RPAREN : ')' { this.exitParen(); } -> popMode;
LBRACE : '{' { this.enterParen(); } -> pushMode(DEFAULT_MODE);
RBRACE : '}' { this.exitParen(); } -> popMode;
LBRACK : '[' { this.enterParen(); } -> pushMode(DEFAULT_MODE);
RBRACK : ']' { this.exitParen(); } -> popMode;
SEMI : ';';
COMMA : ',';
DOT : Dot;

// 3.12 Operators
ASSIGN : '=';
GT : '>'; 
LT : '<';
NOT : '!';
BITNOT : '~';
QUESTION : '?';
COLON : ':';
EQUAL : '==';
LE : '<=';
GE : '>=';
NOTEQUAL : '!=';
AND : '&&';
OR : '||';
INC : '++';
DEC : '--';
ADD : '+';
SUB : '-';
MUL : '*';
DIV : '/';
BITAND : '&';
BITOR  : '|';
XOR    : '^';
MOD    : '%';

ADD_ASSIGN  : '+=';
SUB_ASSIGN  : '-=';
MUL_ASSIGN  : '*=';
DIV_ASSIGN  : '/=';
AND_ASSIGN  : '&=';
OR_ASSIGN   : '|=';
XOR_ASSIGN  : '^=';
MOD_ASSIGN  : '%=';
LSHIFT_ASSIGN   : '<<=';
RSHIFT_ASSIGN   : '>>=';
URSHIFT_ASSIGN  : '>>>=';
ELVIS_ASSIGN : '?=';

// 3.8 Identifiers (must appear after all keywords in the grammar)
CapitalizedIdentifier
   : JavaLetter {Character.isUpperCase(_input.LA(-1))}? JavaLetterOrDigit* ;
;
Identifier
   : JavaLetter JavaLetterOrDigit* ;
;
fragment
IdentifierInGString
   : JavaLetterInGString JavaLetterOrDigitInGString* ;
;
fragment
JavaLetter
   : [a-zA-Z_] // these are the "java letters" below 0x7F
   | // covers all characters above 0x7F which are not a surrogate
   ~[\u0000-\u007F\u0080-\u00BF\uD800-\uDBFF] 
   { isJavaIdentifierStartAndNotIdentifierIgnorable(_input.LA(-1)) }? 
   | // covers UTF-16 surrogate pairs encodings for U+10000 to U+10FFFF
   [\uD800-\uDBFF] [\uDC00-\uDFFF] 
   { Character.isJavaIdentifierStart(Character.toCodePoint((char) _input.LA(-2), (char) _input.LA(-1))) }? 
   ;

fragment
JavaLetterInGString
   : JavaLetter { _input.LA(-1) != '$' }? ;
fragment
JavaLetterOrDigit
   : [a-zA-Z0-9$_] // these are the "java letters or digits" below 0x7F
   | // covers all characters above 0x7F which are not a surrogate
      ~(\u0000-\u007F\uD800-\uDBFF]
         { isJavaIdentifierPartAndNotIdentifierIgnorable(_input.LA(-1)) }?
   | // covers UTF-16 surrogate pairs encodings for U+10000 to U+1FFFF
      [\uD800-\uDBFF] [\uDC00-\uDFFF]
         { Character.isJavaIdentifierPart(Character.toCodePoint((char) _input.LA(-2), (char) _input.LA(-1))) }?
   ;

fragment
JavaLetterOrDigitInGString
   : JavaLetterOrDigit { _input.LA(-1) != '$' }?
   ;

fragment
ShCommand
   : ~[\v\n\uFFFF]*
   ;

// // Additional symbols not defined in the lexical specification //

AT : '@';
ELLIPSIS : '...';

// // Whitespace, line escape and comments //

WS  : (\[ \t\]+ | LineEscape+) -> skip
   ;

// Inside (...) and [...] but not {...}, ignore newlines.
NL  : LineTerminator { this.ignoreTokenInsideParens(); }
   ;

// Multiple-line comments (including groovydoc comments)
ML_COMMENT
   : '/*' .*? '*/'       { this.ignoreMultiLineCommentConditionally(); } -> type(NL)
   ;

// Single-line comments
SL_COMMENT
   : '/\* ~[\v\n\uFFFF]* { this.ignoreTokenInsideParens(); } -> type(NL)
   ;
// Script-header comments.
// The very first characters of the file may be "#!". If so, ignore the first line.
SH_COMMENT
  :  "#!" { require(0 == this.tokenIndex, "Shebang comment should appear at the first line", -2, true); } ShCommand
   (LineTerminator "#!" ShCommand)* -> skip
;

// Unexpected characters will be handled by groovy parser later.
UNEXPECTED_CHAR
  :  .
  ;

Found in path(s):
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/GroovyLexer.g4
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* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/reflection/package.html
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/runtime/typehandling/package.html
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/classgen/package.html
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/groovy/util/package.html
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/tools/xml/package.html
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/ast/expr/package.html
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* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources.jar/org/codehaus/groovy/runtime/Reflector.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources.jar/org/codehaus/groovy/reflection/ParameterTypes.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources.jar/org/codehaus/groovy/runtime/dgmimpl/arrays/IntegerArrayPutAtMetaMethod.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources.jar/org/codehaus/groovy/runtime/callsite/MetaClassConstructorSite.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources.jar/org/codehaus/groovy/tools/DgmConverter.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources.jar/apache/groovy/parser/antlr4/AbstractLexer.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources.jar/org/codehaus/groovy/classgen/InnerClassVisitor.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources.jar/org/codehaus/groovy/transform/stc/StaticTypeCheckingSupport.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources.jar/org/codehaus/groovy/runtime/InvokerHelper.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources.jar/org/codehaus/groovy/transform/ExternalizeVerifierASTTransformation.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources.jar/groovy/transform/ThreadInterruptedException.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources.jar/groovy/transform/Immutable.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/runtime/powerassert/Value.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/classgen/asm/indy/sc/IndyStaticTypesMultiTypeDispatcher.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/runtime/dgmimpl/NumberNumberMinus.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/classgen/asm/MethodCaller.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/groovy/transform/Synchronized.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/classgen/asm/BinaryExpressionWriter.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/classgen/asm/DefaultMetaClassInfo.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/groovy/transform/options/Visibility.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/control/messages/WarningMessage.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/runtime/callsite/ConstructorMetaClassSite.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/processingunit/ProcessingUnit.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/control/CompilerConfiguration.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/runtime/ProxyGeneratorAdapter.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/groovy/io/EncodingAwareBufferedWriter.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/ast/builder/AstBuilder.groovy
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/apache/groovy/parser/antlr4/SemanticPredicates.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/control/AnnotationConstantsVisitor.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/groovy/transform/PackageScopeTarget.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/util/DoubleArrayIterable.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/plugin/GroovyRunner.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/control/io/ReaderSource.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/groovy/lang/Writable.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/reflection/stdlib/IntegerCachedClass.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/ast/ClassCodeExpressionTransformer.java

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* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/control/SourceUnit.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/runtime/BytecodeInterface8.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/runtime/GeneratedClosure.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/ast/tools/ParameterUtils.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/groovy/transform/NullCheck.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/transform/stc/SignatureCodecVersion1.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/groovy/transform/options/LegacyHashMapPropertyHandler.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/groovy/transform/TypeCheckingMode.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/antlr/GroovySourceAST.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/ast/decompiled/LazyConstructorNode.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/runtime/metaclass/ThreadManagedMetaBeanProperty.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/ast/expr/ClosureExpression.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/ast/expr/SpreadExpression.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/apache/groovy/parser/antlr4/internal/atnmanager/LexerAtnManager.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/groovy/transform/Unparsed.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/tools/GrapeUtil.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/ast/expr/MethodReferenceExpression.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/transform/TypeChecked.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/tools/TransformLock.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/transform/WithWriteLock.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/classgen/genDgmMath.groovy
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* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/ast/TransformingCodeVisitor.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/runtime/callsite/MetaClassSite.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/runtime/typehandling/LongMath.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/groovy/io/GroovyPrintStream.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/classgen/asm/BinaryLongExpressionHelper.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/classgen/asm/DelegateingController.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/groovy/transform/stc/ClosureParams.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/groovy/transform/stc/SecondParam.java
jar/org/codehaus/groovy/transform/IndexedPropertyASTTransformation.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/runtime/metaklass/ClosureMetaMethod.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/util/IFileNameFinder.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/classgen/EnumVisitor.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/reflection/stdclasses/BigIntegerCachedClass.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/groovy/lang/Tuple11.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/tools/javac/JavaCompilerFactory.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/classgen/ConvertedClosure.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/encoding/GroovyMethods.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/groovy/transform/AddJava7.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/groovy/transform/AutoExternalize.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/groovy/transform/AsmDecompiler.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/groovy/transform/AutoExternalize.groovy
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/groovy/transform/NodeList.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/groovy/transform/NodeList.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/groovy/transform/SelfType.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/reflection/CachedClass.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/transform/AutoCloneASTTransformation.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/util/ManagedConcurrentMap.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/classgen/ReturnAdder.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/util/AbstractConcurrentMap.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/antlr/LexerFrame.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/util/LongArrayIterator.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/runtime/callsite/GetEffectivePojoFieldSite.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/transform/sc/StaticCompilationMetadataKeys.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/reflection/stdclasses/CachedClosureClass.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/antlr/ASTParserException.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/ast/expr/ListExpression.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/groovy/cli/internal/CliBuilderInternal.groovy
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/control/SourceExtensionHandler.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/classgen/asm/CompileStack.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/groovy/lang/EmptyRange.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/transform/tailrec/ReturnStatementToIterationConverter.groovy
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/classgen/genArrayAccess.groovy
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/apache/groovy/metaclass/MetaClass.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/ast/builder/AstStringCompiler.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/transform/tailrec/RecursivenessTester.groovy
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/classgen/Verifier.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/groovy/lang/Category.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/groovy/transform/Canonical.groovy
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/groovy/transform/NullCheckASTTransformation.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-
jar/org/codehaus/groovy/runtime/powerassert/ValueRecorder.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/apache/groovy/parser/antlr4/util/PositionConfigureUtils.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/transfom/CategoryASTTransformation.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/apache/groovy/metaclass/Realm.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/groovy-lang/ExpandoMetaClass.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/ast/tools/BeanUtils.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/groovy-lang/GString.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/runtime/dgmimpl/arrays/CharacterArrayPutAtMetaMethod.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/ast/stmt/SynchronizedStatement.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/apache/groovy/transform/AbstractInterruptibleASTTransformation.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/antlr/PrimitiveHelper.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/tools/GrapeMain.groovy
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/transform/ASTTest.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/classgen/asm/MopWriter.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/classgen/AsmClassGenerator.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/runtime/callsite/StaticMetaMethodSite.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/groovy/io/GroovyPrintWriter.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/transform/stc/SharedVariableCollector.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/runtime/typehandling/ShortTypeHandling.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/runtime/callsite/GetEffectivePojoPropertySite.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/transform/ASTTransformationVisitor.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/util/BooleanArrayIterator.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/apache/groovy/util/BeanUtils.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/runtime/metaklass/TransformMetaMethod.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/groovy/util/BuilderSupport.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/runtime/wrappers/DoubleWrapper.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/lang/groovydoc/GroovydocTag.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/apache/groovy/ast/tools/ExpressionUtils.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/apache/groovy/ast/parser/antlr4/TryWithResourcesASTTransformation.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/apache/groovy/ast/parser/antlr4/GroovySyntaxError.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/groovy/grape/GrabAnnotationTransformation.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/classgen/AnnotationVisitor.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/antlr/treewalker/SourcePrinter.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/transform/tailrec/InWhileLoopWrapper.groovy

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jar/groovy/transform/stc/SingleSignatureClosureHint.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/control/InstanceOfVerifier.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/tools/shell/util/Preferences.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/apache/groovy/runtimestacktrace/StackTraceUtils.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/groovy/lang/MissingPropertyException.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/apache/groovy/parser/antlr4/AstBuilder.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/runtime/metaclass/ReflectorLoader.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/astruntime/AbstractFactory.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/astruntime/BitwiseNegationExpression.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/runtime/dgmimpl/arrays/ByteArrayGetAtMetaMethod.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/tools/RootLoader.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/groovy/util/AbstractFactory.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/groovy/util/HashCodeHelper.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/groovy/transform/Generated.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/groovy/transform/stc/PickAnyArgumentHint.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/groovy/lang/Range.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/groovy/transform/AnnotationCollectorTransform.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/groovy/runtime/metal/class/ReflectorLoader.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/groovy/control/customizers/SecureASTCustomizer.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/groovy/antlr/unesc/UnicodeEscapingReader.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/groovy/antlr/treewalker/PreOrderTraversal.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/groovy/ast/GenericsType.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/groovy/runtime/dgmimpl/arrays/CharacterArrayGetAtMetaMethod.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/groovy/ast/decompiled/ClassStub.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/groovy/beans/PropertyWriter.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/groovy/beans/Bindable.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/groovy/transform/tailrec/StatementReplacer.groovy
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/groovy/runtimelistener/IteratorClosureAdapter.java

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# Format: one extension on each line without the leading "]*.
# Listed below are default groovy source file extensions.

# NOTE: This implementation of supporting multiple file extensions is experimental and
# the exact implementation details may vary when modularization gets introduced in
# groovy 2.0. However, in terms of the behavior, this support will remain intact.
groovy

Found in path(s):
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/META-INF/groovy/org.codehaus.groovy.source.Extensions

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Found in path(s):
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/apache/groovy/util/concurrent/concurrentlinkedhashtable/LinkedDeque.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/apache/groovy/util/concurrent/concurrentlinkedhashtable/package-info.java

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/** JSR-241 Groovy Recognizer.
 *
* Run 'java Main [-showtree] directory-full-of-groovy-files'
 *
* [The -showtree option pops up a Swing frame that shows
* the AST constructed from the parser.]
 *
* Contributing authors:
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*  Martin Kempf    mkempf@hsr.ch
*  Reto Kleebe     rkleebe@hsr.ch
 *
* Version 1.00 December 9, 1997 -- initial release
* Version 1.01 December 10, 1997
*    fixed bug in octal def (0..7 not 0..8)
* Version 1.10 August 1998 (parrt)
*    added tree construction
*    fixed definition of WS,comments for mac,pc,unix newlines
*    added unary plus
* Version 1.11 (Nov 20, 1998)
* Added "shutup" option to turn off last ambig warning.
* Fixed inner class def to allow named class defs as statements
*  
* synchronized requires compound not simple statement
*  
* add [] after builtInType DOT class in primaryExpression
*  
* "const" is reserved but not valid..removed from modifiers
*  
* Version 1.12 (Feb 2, 1999)
*  
* Changed LITERAL_xxx to xxx in tree grammar.
*  
* Updated java.g to use tokens {...} now for 2.6.0 (new feature).
*  
* Version 1.13 (Apr 23, 1999)
*  
* Didn't have (stat)? for else clause in tree parser.
*  
* Didn't gen ASTs for interface extends. Updated tree parser too.
*  
* Updated to 2.6.0.
*  
* Version 1.14 (Jun 20, 1999)
*  
* Allowed final/abstract on local classes.
*  
* Removed local interfaces from methods
*  
* Put instanceof precedence where it belongs...in relationalExpr
*  
*     It also had expr not type as arg; fixed it.
*  
* Missing ! on SEMI in classBlock
*  
* fixed: (expr) + "string" was parsed incorrectly (+ as unary plus).
*  
* fixed: didn't like Object[].class in parser or tree parser
*  
* Version 1.15 (Jun 26, 1999)
*  
* Screwed up rule with instanceof in it. :( Fixed.
*  
* Tree parser didn't like (expr).something; fixed.
*  
* Allowed multiple inheritance in tree grammar. oops.
*  
* Version 1.16 (August 22, 1999)
*  
* Extending an interface built a wacky tree: had extra EXTENDS.
*  
* Tree grammar didn't allow multiple superinterfaces.
*  
* Tree grammar didn't allow empty var initializer: {}
*  
* Version 1.17 (October 12, 1999)
*  
* ESC lexer rule allowed 399 max not 377 max.
*  
* java.tree.g didn't handle the expression of synchronized
*  
* statements.
*  
* Version 1.18 (August 12, 2001)
*  
* Terence updated to Java 2 Version 1.3 by
*  
* observing/combining work of Allan Jacobs and Steve
*  
* Messick. Handles 1.3 src. Summary:
*  
* o primary didn't include boolean.class kind of thing
*  
* o constructor calls parsed explicitly now:
*  
* see explicitConstructorInvocation
*  
* o add strictfp modifier
*  
* o missing objBlock after new expression in tree grammar
*  
* o merged local class definition alternatives, moved after declaration
*  
* o fixed problem with ClassName.super.field
*  
* o reordered some alternatives to make things more efficient
*  
* o long and double constants were not differentiated from int/float
*  
* o whitespace rule was inefficient: matched only one char
*  
* o add an examples directory with some nasty 1.3 cases
* o made Main.java use buffered IO and a Reader for Unicode support
* o supports UNICODE?
* Using Unicode charVocabulary makes code file big, but only
* in the bitsets at the end. I need to make ANTLR generate
* unicode bitsets more efficiently.

* Version 1.19 (April 25, 2002)
* Terence added in nice fixes by John Pybus concerning floating
* constants and problems with super() calls. John did a nice
* reorg of the primary/postfix expression stuff to read better
* and makes f.g.super() parse properly (it was METHOD_CALL not
* a SUPER_CTOR_CALL). Also:
* o "finally" clause was a root...made it a child of "try"
* o Added stuff for asserts too for Java 1.4, but *commented out*
* as it is not backward compatible.

* Version 1.20 (October 27, 2002)
* Terence ended up reorging John Pybus' stuff to
* remove some nondeterminisms and some syntactic predicates.
* Note that the grammar is stricter now; e.g., this(...) must
* be the first statement.
* Trinary ?: operator wasn't working as array name:
* (isBig ? bigDigits : digits)[i];
* Checked parser/tree parser on source for
* Resin-2.0.5, jive-2.1.1, jdk 1.3.1, Lucene, antlr 2.7.2a4,
* and the 110k-line jGuru server source.

* Version 1.21 (October 17, 2003)
* Fixed lots of problems including:
* Ray Waldin: add typeDefinition to interfaceBlock in java.tree.g
* He found a problem/fix with floating point that start with 0
* Ray also fixed problem that (int.class) was not recognized.
* Thorsten van Ellen noticed that \n are allowed incorrectly in strings.
* TJP fixed CHAR_LITERAL analogously.

* Changes by Matt Quail to support generics (as per JDK1.5/JSR14)
* Notes:
* o We only allow the "extends" keyword and not the "implements"
  keyword, since that's what JSR14 seems to imply.
* o Thanks to Monty Zukowski for his help on the antlr-interest
  mail list.
* o Thanks to Alan Eliasen for testing the grammar over his
  Fink source base
* Version 1.22 (July, 2004)
  * Changes by Michael Studman to support Java 1.5 language extensions
  * Notes:
  * o Added support for annotations types
  * o Finished off Matt Quail's generics enhancements to support bound type arguments
  * o Added support for new for statement syntax
  * o Added support for static import syntax
  * o Added support for enum types
  * o Tested against JDK 1.5 source base and source base of jdigraph project
  * o Thanks to Matt Quail for doing the hard part by doing most of the generics work
  *
* Version 1.22.1 (July 28, 2004)
  * Bug/omission fixes for Java 1.5 language support
  * o Fixed tree structure bug with classOrInterface - thanks to Pieter Vangorpto for spotting this
  * o Fixed bug where incorrect handling of SR and BSR tokens would cause type parameters to be recognised as type arguments.
  * o Enabled type parameters on constructors, annotations on enum constants and package definitions
  * o Fixed problems when parsing if ((char.class.equals(c))) {} - solution by Matt Quail at Cenqua
  *
* Version 1.22.2 (July 28, 2004)
  * Slight refactoring of Java 1.5 language support
  * o Refactored for/'foreach" productions so that original literal "for" literal is still used but the for sub-clauses vary by token type
  * o Fixed bug where type parameter was not included in generic constructor's branch of AST
  *
* Version 1.22.3 (August 26, 2004)
  * Bug fixes as identified by Michael Stahl; clean up of tabs/spaces and other refactoring
  * o Fixed typeParameters omission in identPrimary and newStatement
  * o Replaced GT reconcilliation code with simple semantic predicate
  * o Adapted enum/assert keyword checking support from Michael Stahl's java15 grammar
  * o Refactored typeDefinition production and field productions to reduce duplication
  *
* Version 1.22.4 (October 21, 2004)
  * Small bux fixes
  * o Added typeArguments to explicitConstructorInvocation, e.g. new <String>MyParameterised()
  * o Added typeArguments to postfixExpression productions for anonymous inner class super constructor invocation, e.g. new Outer().<String>super()
  * o Fixed bug in array declarations identified by Geoff Roy
  *
* Version 1.22.4.g.1
  * o I have taken java.g for Java1.5 from Michael Studman (1.22.4)
  * and have applied the groovy.diff from java.g (1.22) by John Rose
  * back onto the new root (1.22.4) - Jeremy Rayner (Jan 2005)
  *
* Version 1.22.4.g.2
* o mkempf, rkleeb, Dec 2007
* o fixed various rules so that they call the correct Create Method
* to make sure that the line information are correct
*
* Based on an original grammar released in the PUBLIC DOMAIN
*/

Found in path(s):
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/antlr/parser/GroovyRecognizer.java
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# global transformation to handle @Grab annotation
groovy.grape.GrabAnnotationTransformation

Found in path(s):
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/META-INF/services/org.codehaus.groovy.transform.ASTTransformation
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* This file is adapted from the Antlr4 Java grammar which has the following license
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*/

/**
 * The Groovy grammar is based on the official grammar for Java:
 * https://github.com/antlr/grammars-v4/blob/master/java/Java.g4
 */
parser grammar GroovyParser;

options {
    tokenVocab = GroovyLexer;
    contextSuperClass = GroovyParserRuleContext;
    superClass = AbstractParser;
}

@header {
    import java.util.Map;
    import org.codehaus.groovy.ast.NodeMetaDataHandler;
}

@members {

    public static class GroovyParserRuleContext extends ParserRuleContext implements NodeMetaDataHandler {
        private Map metaDataMap = null;

        public GroovyParserRuleContext() {}

        public GroovyParserRuleContext(ParserRuleContext parent, int invokingStateNumber) {
            super(parent, invokingStateNumber);
        }

        @Override
        public Map<?, ?> getMetaDataMap() {
            return this.metaDataMap;
        }
    }

    public Map<?, ?> getMetaDataMap() {
        return this.metaDataMap;
    }
}
```java
@Override
public void setMetaDataMap(Map<?, ?> metaDataMap) {
    this.metaDataMap = metaDataMap;
}
}

@Override
public int getSyntaxErrorSource() {
    return GroovySyntaxError.PARSER;
}

@Override
public int getErrorLine() {
    Token token = _input.LT(-1);

    if (null == token) {
        return -1;
    }

    return token.getLine();
}

@Override
public int getErrorColumn() {
    Token token = _input.LT(-1);

    if (null == token) {
        return -1;
    }

    return token.getCharPositionInLine() + 1 + token.getText().length();
}
}

// starting point for parsing a groovy file
compilationUnit
   :   nls (packageDeclaration sep?)? scriptStatements? EOF
    :

scriptStatements
   :   scriptStatement (sep scriptStatement)* sep?
    :

scriptStatement
   :   importDeclaration // Import statement. Can be used in any scope. Has "import x as y" also.
       |   typeDeclaration
    // validate the method in the AstBuilder#visitMethodDeclaration, e.g. method without method body is not allowed
```
methodDeclaration[3, 9]

statement
;

packageDeclaration

:   annotationsOpt PACKAGE qualifiedName
;

importDeclaration

:   annotationsOpt IMPORT STATIC? qualifiedName (DOT MUL | AS alias=identifier)?
;

typeDeclaration

:   classOrInterfaceModifiersOpt classDeclaration
;

modifier

:   classOrInterfaceModifier

| m=(   NATIVE
| | SYNCHRONIZED
| | TRANSIENT
| | VOLATILE
| | DEF
| | VAR
 | )
;

modifiersOpt

:   (modifiers nls)?
;

modifiers

:   modifier (nls modifier)*
;

classOrInterfaceModifiersOpt

:   (classOrInterfaceModifiers
   NL* /* Use `NL*` here for better performance, so DON'T replace it with `nls` */
   )?
;

classOrInterfaceModifiers

:   classOrInterfaceModifier (nls classOrInterfaceModifier)*
;

classOrInterfaceModifier
variableModifier:
  : annotation
  | m=( FINAL
  | DEF
  | VAR
  // Groovy supports declaring local variables as instance/class fields,
  // e.g. import groovy.transform.*; @Field static List awe = [1, 2, 3]
  // e.g. import groovy.transform.*; def a = { @Field public List awe = [1, 2, 3] }
  // Notice: Groovy 2.4.7 just allows to declare local variables with the following modifiers when using
  annotations(e.g. @Field)
  // TODO check whether the following modifiers accompany annotations or not. Because the legacy codes(e.g.
  benchmark/bench/heapsort.groovy) allow to declare the special instance/class fields without annotations, we leave it
  as it is for the time being
  | PUBLIC
  | PROTECTED
  | STATIC
  | PRIVATE
  | ABSTRACT
  | STRICTFP
  )
  ;

variableModifiersOpt:
  : (variableModifiers nls)?
  ;

variableModifiers:
  : variableModifier (nls variableModifier)*
  ;

typeParameters:
  : LT nls typeParameter (COMMA nls typeParameter)* nls GT
  ;

typeParameter:
  : className (EXTENDS nls typeBound)?
typeBound
  :   type (BITAND nls type)*
  ;

typeList
  :   type (COMMA nls type)*
  ;

/**
* t 0: class; 1: interface; 2: enum; 3: annotation; 4: trait
*/
classDeclaration
locals[ int t ]
  : (   CLASS { $t = 0; }
       | INTERFACE { $t = 1; }
       | ENUM { $t = 2; }
       | AT INTERFACE { $t = 3; }
       | TRAIT { $t = 4; }
     )
   identifier
   (nls typeParameters)?
   (nls EXTENDS nls scs=typeList)?
   (nls IMPLEMENTS nls is=typeList)?
   nls classBody[$t]
  ;

// t see the comment of classDeclaration
classBody[ int t ]
  : LBRACE nls
   ( /* Only enum can have enum constants */
     [ 2 == $t ]?
     enumConstants (nls COMMA)? sep?
     )
   (classBodyDeclaration[$t] (sep classBodyDeclaration[$t]*)? sep? RBRACE
    :
    enumConstants
      : enumConstant (nls COMMA nls enumConstant)*
      ;
    
    enumConstant
      : annotationsOpt identifier arguments? anonymousInnerClassDeclaration[1]?
      ;
classBodyDeclaration[int t]
    : (STATIC nls)? block
    | memberDeclaration[$t]
    ;

memberDeclaration[int t]
    : methodDeclaration[0, $t]
    | fieldDeclaration
    | modifiersOpt classDeclaration
    ;

/**
 *  t  0: *class member* all kinds of method declaration AND constructor declaration,
 *     1: normal method declaration, 2: abstract method declaration
 *     3: normal method declaration OR abstract method declaration
 *  ct 9: script, other see the comment of classDeclaration
 */
methodDeclaration[int t, int ct]
    : modifiersOpt typeParameters? (returnType[$ct] nls)?
       methodName formalParameters
       (DEFAULT nls elementValue
       | (nls THROWS nlsqualifiedClassNameList)?
       (nls methodBody)?
     )?
    ;

methodName
    : identifier
    | stringLiteral
    ;

returnType[int ct]
    :
    standardType
    | VOID
    ;

fieldDeclaration
    : variableDeclaration[1]
    ;

variableDeclarators
    : variableDeclarator (COMMA nls variableDeclarator)*
    ;
variableDeclarator
  : variableDeclaratorId (nls ASSIGN nls variableInitializer)?
  :

variableDeclaratorId
  : identifier
  :

variableInitializer
  : enhancedStatementExpression
  :

variableInitializers
  : variableInitializer (nls COMMA nls variableInitializer)* nls COMMA?
  :

eemptyDims
  : (annotationsOpt LBRACK RBRACK)+
  :

eemptyDimsOpt
  : emptyDims?
  :

standardType
  options { baseContext = type; }
  : annotationsOpt
    ( primitiveType
    | standardClassOrInterfaceType
    )
    emptyDimsOpt
  :

type
  : annotationsOpt
    ( ( primitiveType
    | // !!! Error Alternative !!!
    VOID
    )
    | generalClassOrInterfaceType
    )
    emptyDimsOpt
: type THIS
;

formalParameter
: variableModifiersOpt type? ELLIPSIS? variableDeclaratorId (nls ASSIGN nls expression)?
;

methodBody
: block
;

qualifiedName
: qualifiedNameElement (DOT qualifiedNameElement)*
;

/**
* Java doesn't have the keywords 'as', 'in', 'def', 'trait' so we make some allowances
* for them in package names for better integration with existing Java packages
*/

qualifiedNameElement
: identifier
  | DEF
  | IN
  | AS
  | TRAIT
;

qualifiedNameElements
: (qualifiedNameElement DOT)*
;

qualifiedClassName
: qualifiedNameElements identifier
;

qualifiedStandardClassName
: qualifiedNameElements className (DOT className)*
;

literal
: IntegerLiteral #integerLiteralAlt
  | FloatingPointLiteral #floatingPointLiteralAlt
  | stringLiteral #stringLiteralAlt
  | BooleanLiteral #booleanLiteralAlt
  | NullLiteral #nullLiteralAlt
;

// GSTRING
gstring
  :  GStringBegin gstringValue (GStringPart gstringValue)* GStringEnd
  ;

gstringValue
  :  gstringPath
  |  closure
  ;

gstringPath
  :  identifier GStringPathPart*
  ;

// LAMBDA EXPRESSION
lambdaExpression
  options { baseContext = standardLambdaExpression; }
  :  lambdaParameters nls ARROW nls lambdaBody
  ;

// JAVA STANDARD LAMBDA EXPRESSION
standardLambdaExpression
  :  standardLambdaParameters nls ARROW nls lambdaBody
  ;

lambdaParameters
  options { baseContext = standardLambdaParameters; }
  :  formalParameters

  // { a -> a * 2 } can be parsed as a lambda expression in a block, but we expect a closure.
  // So it is better to put parameters in the parentheses and the following single parameter without parentheses is limited
  //  |  variableDeclaratorId
  ;

standardLambdaParameters
  :  formalParameters
  |  variableDeclaratorId
  ;

lambdaBody
  :  block
  |  statementExpression
  ;

// CLOSURE
closure
: LBRACE (nls (formalParameterList nls)? ARROW)? sep? blockStatementsOpt RBRACE
;

// GROOVY-8991: Difference in behaviour with closure and lambda
closureOrLambdaExpression
  : closure
    | lambdaExpression
  ;

blockStatementsOpt
  : blockStatements?
  ;

blockStatements
  : blockStatement (sep blockStatement)* sep?
  ;

// ANNOTATIONS

annotationsOpt
  : (annotation (nls annotation)* nls)?
  ;

annotation
  : AT annotationName (nls LPAREN elementValues? rparen)?
  ;

elementValues
  : elementValuePair (COMMA elementValuePair)*
  ;
elementValuePair
  : elementValuePairName nls ASSIGN nls elementValue
  ;
elementValuePairName
  : identifier
    | keywords
  ;

// TODO verify the potential performance issue because rule expression contains sub-rule
elementValue
  :   elementValueArrayInitializer
|   annotation
|   expression
;

elementValueArrayInitializer
  :   LBRACK (elementValue (COMMA elementValue)* COMMA?)? RBRACK
;

// STATEMENTS / BLOCKS

block
  :   LBRACE sep? blockStatementsOpt RBRACE
;

blockStatement
  :   localVariableDeclaration
|   statement
;

localVariableDeclaration
  :   { !SemanticPredicates.isInvalidLocalVariableDeclaration(_input) }?
      variableDeclaration[0]
;

/\*
*  t 0: local variable declaration; 1: field declaration
*/

variableDeclaration[int t]
  :   modifiers nls
     (   type? variableDeclarators
         |   typeNamePairs nls ASSIGN nls variableInitializer
     )
     |   type variableDeclarators
;

typeNamePairs
  :   LPAREN typeNamePair (COMMA typeNamePair)* rparen
;

typeNamePair
  :   type? variableDeclaratorId
;

variableNames
LPAREN variableDeclaratorId (COMMA variableDeclaratorId)+ rparen

conditionalStatement
  ifElseStatement | switchStatement

ifElseStatement
  IF expressionInPar nls tb=statement ((nls | sep) ELSE nls fb=statement)?

switchStatement
  SWITCH expressionInPar nls LBRAbrace nls (switchBlockStatementGroup+ nls)? RBRACE

loopStatement
  FOR LPAREN forControl rparen nls statement #forStmtAlt
  | WHILE expressionInPar nls statement #whileStmtAlt
  | DO nls statement nls WHILE expressionInPar #doWhileStmtAlt

continueStatement
  CONTINUE
  identifier?

breakStatement
  BREAK
  identifier?

tryCatchStatement
  TRY resources? nls block
  (nls catchClause)*
  (nls finallyBlock)?

assertStatement
  ASSERT ce=expression (nls (COLON | COMMA) nls me=expression)?

statement
  block #blockStmtAlt
  conditionalStatement #conditionalStmtAlt
  loopStatement #loopStmtAlt
  tryCatchStatement #tryCatchStmtAlt
  SYNCHRONIZED expressionInPar nls block #synchronizedStmtAlt
| RETURN expression?                      #returnStmtAlt |
| THROW expression                       #throwStmtAlt    |
| breakStatement                         #breakStmtAlt    |
| continueStatement                      #continueStmtAlt |
| identifier COLON nls statement         #labeledStmtAlt  |
| assertStatement                        #assertStmtAlt    |
| localVarialDeclaration                 #localVariableDeclarationStmtAlt |
| statementExpression                    #expressionStmtAlt|
| SEMI                                   #emptyStmtAlt     |
|
| catchClause                            |
| : CATCH LPAREN variableModifiersOpt catchType? identifier rparen nls block |
| :                                    |
| catchType                             |
| : qualifiedClassName (BITOR qualifiedClassName)* |
| :                                    |
| finallyBlock                          |
| : FINALLY nls block                   |
| :                                    |
| resources                             |
| : LPAREN nls resourceList sep? rparen  |
| :                                    |
| resourceList                          |
| : resource (sep resource)*            |
| :                                    |
| resource                              |
| : localVarialDeclaration              |
| | expression                           |
| :                                    |

/** Matches cases then statements, both of which are mandatory.
* To handle empty cases at the end, we add switchLabel* to statement.
*/
switchBlockStatementGroup               |
| : switchLabel (nls switchLabel)* nls blockStatements |
| :                                    |
| switchLabel                          |
| : CASE expression COLON              |
| | DEFAULT COLON                       |
| :                                    |
forControl
  :  enhancedForControl
  |  classicalForControl
  ;

enhancedForControl
  :  variableModifiersOpt type? variableDeclaratorId (COLON | IN) expression
  ;

classicalForControl
  :  forInit? SEI expression? SEI forUpdate?
  ;

forInit
  :  localVariableDeclaration
  |  expressionList[false]
  ;

forUpdate
  :  expressionList[false]
  ;

// EXPRESSIONS

castParExpression
  :  LPAREN type rparen
  ;

parExpression
  :  expressionInPar
  ;

eexpressionInPar
  :  LPAREN enhancedStatementExpression rparen
  ;

expressionList[boolean canSpread]
  :  expressionListElement[ScanSpread] (COMMA expressionListElement[ScanSpread])* 
  ;

eexpressionListElement[boolean canSpread]
  :  MUL? expression
  ;

enhancedStatementExpression
  :  statementExpression
| standardLambdaExpression

; statementExpression
  : commandExpression #commandExprAlt ;

postfixExpression
  : pathExpression op=(INC | DEC)? ;

expression
  // must come before postfixExpression to resolve the ambiguities between casting and call on parentheses expression, e.g. (int)(1 / 2)
  : castParExpression castOperandExpression #castExprAlt

  // qualified names, array expressions, method invocation, post inc/dec
  | postfixExpression #postfixExprAlt

  // ~(BNOT)!(LNOT) (level 1)
  | (BITNOT | NOT) nls expression #unaryNotExprAlt

  // math power operator (**)(level 2)
  | left=expression op=POWER nls right=expression #powerExprAlt

  // ++(prefix)/--(prefix)/+(unary)/-(unary)(level 3)
  | op=(INC | DEC | ADD | SUB) expression #unaryAddExprAlt

  // multiplication/division/modulo (level 4)
  | left=expression nls op=(MUL | DIV | MOD) nls right=expression #multiplicativeExprAlt

  // binary addition/subtraction (level 5)
  | left=expression op=(ADD | SUB) nls right=expression #additiveExprAlt

  // bit shift expressions (level 6)
  | left=expression nls
    (  ( dlOp=LT LT
     | tgOp=GT GT GT
     | dgOp=GT GT )
    | rangeOp=( RANGE_INCLUSIVE
    | RANGE_EXCLUSIVE ) )
  ) nls
  right=expression #shiftExprAlt

  // boolean relational expressions (level 7)
  | left=expression nls op=(AS | INSTANCEOF | NOT_INSTANCEOF) nls type #relationalExprAlt
left=expression nls op=(LE | GE | GT | LT | IN | NOT_IN) nls right=expression #relationalExprAlt

// equality/inequality (==/!=) (level 8)
left=expression nls
  op=( IDENTICAL
    | NOT_IDENTICAL
    | EQUAL
    | NOTEQUAL
    | SPACESHIP
  ) nls
right=expression #equalityExprAlt

// regex find and match (=~ and ==~) (level 8.5)
// jez: moved =~ closer to precedence of == etc, as...
// 'if (foo =~ "a.c")' is very close in intent to 'if (foo == "abc")'
left=expression nls op=(REGEX_FIND | REGEX_MATCH) nls right=expression #regexExprAlt

// bitwise or non-short-circuiting and (&) (level 9)
left=expression nls op=BITAND nls right=expression #andExprAlt

// exclusive or (^) (level 10)
left=expression nls op=XOR nls right=expression #exclusiveOrExprAlt

// bitwise or non-short-circuiting or (|) (level 11)
left=expression nls op=BITOR nls right=expression #inclusiveOrExprAlt

// logical and (&&) (level 12)
left=expression nls op=AND nls right=expression #logicalAndExprAlt

// logical or (||) (level 13)
left=expression nls op=OR nls right=expression #logicalOrExprAlt

// conditional test (level 14)
<assoc=right> con=expression nls
  ( QUESTION nls tb=expression nls COLON nls
    | ELVIS nls
  )
fb=expression #conditionalExprAlt

// assignment expression (level 15)
// "/(a = [1])" is a special case of multipleAssignmentExprAlt, it will be handle by assignmentExprAlt
<assoc=right> left=variableNames nls op=ASSIGN nls right=statementExpression #multipleAssignmentExprAlt
<assoc=right> left=expression nls
  op=( ASSIGN
    | ADD_ASSIGN
    | SUB_ASSIGN
    | MUL_ASSIGN

DIV_ASSIGN
| AND_ASSIGN
| OR_ASSIGN
| XOR_ASSIGN
| RSHIFT_ASSIGN
| URRSHIFT_ASSIGN
| LSHIFT_ASSIGN
| MOD_ASSIGN
| POWER_ASSIGN
| ELVIS_ASSIGN

) nls
enchedStatementExpression #assignmentExprAlt
;

castOperandExpression
options { baseContext = expression; }
: castParExpression castOperandExpression #castExprAlt

| postfixExpression #postfixExprAlt

// ~(BNOT)|!(LNOT)
| (BITNOT | NOT) nls castOperandExpression #unaryNotExprAlt

// ++(prefix) /--(prefix)/+(unary) /-(unary)
| op=(INC | DEC | ADD | SUB) castOperandExpression #unaryAddExprAlt
;

commandExpression
: expression

( { !SemanticPredicates.isFollowingArgumentsOrClosure($expression.ctx) } ?
  argumentList
| /* if pathExpression is a method call, no need to have any more arguments */
) )
commandArgument* ;

commandArgument
: commandPrimary
// what follows is either a normal argument, parens,
// an appended block, an index operation, or nothing
// parens (a b already processed):
// a b c() d e -> a(b).c().d(e)
// a b c()() d e -> a(b).c().call().d(e)
// index (a b already processed):
// a b c[x] d e -> a(b).c[x].d(e)
// a b c[x][y] d e -> a(b).c[x][y].d(e)
// block (a b already processed):
// a b c {x} d e -> a(b).c(x).d(e)
// parens/block completes method call
// index makes method call to property get with index
//
// ( pathElement+
  | argumentList
)?
;

//**
* A "path expression" is a name or other primary, possibly qualified by various
* forms of dot, and/or followed by various kinds of brackets.
* It can be used for value or assigned to, or else further qualified, indexed, or called.
* It is called a "path" because it looks like a linear path through a data structure.
* Examples: x.y, x?y, x*y, x.@y; x[], x[y], x[y].z; x(), x(y), x(y,z); x[s]; a.b[n],c(x).d[s]
* (Compare to a C lvalue, or LeftHandSide in the JLS section 15.26.)
* General expressions are built up from path expressions, using operators like '+' and '='.
*
* t  0: primary, 1: namePart, 2: arguments, 3: closureOrLambdaExpression, 4: indexPropertyArgs, 5: namedPropertyArgs,
*      6: non-static inner class creator
*/

pathExpression returns [int t]
:   (primary
  | // if 'static' followed by DOT, we can treat them as identifiers, e.g. static.unused = [ -> ]
    { _input.LT(2).getType() == DOT }?
      STATIC
    ) (pathElement { $t = $pathElement.t; })*
;

pathElement returns [int t]
:   nls

  | // AT: foo.@bar selects the field (or attribute), not property
    (nls
      | DOT    // The all-powerful dot.
      | SPREAD_DOT    // Spread operator: x*.y === x.collect{it.y}
      | SAFE_DOT    // Optional-null operator: x?.y === (x==null)?null:x.y
      | SAFE_CHAIN_DOT    // Optional-null chain operator: x??y.z === x?.y?.z
    ) nls (AT | nonWildcardTypeArguments)?
    | METHOD_POINTER nls    // Method pointer operator: foo.&y === foo.metaClass.getMethodPointer(foo, "y")
  |
METHOD_REFERENCE nls   // Method reference: System.out::println

DOT nls NEW creator[1]

// Can always append a block, as foo{bar}
closureOrLambdaExpression

arguments

// Element selection is always an option, too.
// In Groovy, the stuff between brackets is a general argument list,
// since the bracket operator is transformed into a method call.
indexPropertyArgs

namedPropertyArgs

: ;

/**
 * This is the grammar for what can follow a dot:  x.a, x.@a, x.&a, x.'a', etc.
 */
namePart

( identifier

// foo.'bar' is in all ways same as foo.bar, except that bar can have an arbitrary spelling
stringLiteral

dynamicMemberName

/* just a PROPOSAL, which has not been implemented yet!
 // PROPOSAL, DECIDE:  Is this inline form of the 'with' statement useful?
 // Definition:  a.{foo} === {with(a) {foo}}
 // May cover some path expression use-cases previously handled by dynamic scoping (closure delegates).
block
*/

// let's allow common keywords as property names
keywords
/**
 * If a dot is followed by a parenthesized or quoted expression, the member is computed dynamically,
 * and the member selection is done only at runtime. This forces a statically unchecked member access.
 */
dynamicMemberName
  : parExpression
  | gstring
 ;

/** An expression may be followed by [...].
 * Unlike Java, these brackets may contain a general argument list,
 * which is passed to the array element operator, which can make of it what it wants.
 * The brackets may also be empty, as in T[]. This is how Groovy names array types.
 */
indexPropertyArgs
  : QUESTION? LBRACK expressionList[true]? RBRACK
 ;
namedPropertyArgs
  : QUESTION? LBRACK (namedPropertyArgList | COLON) RBRACK
 ;
primary
  :
    // Append `typeArguments?` to `identifier` to support constructor reference with generics, e.g.
    HashMap<String, Integer>::new
      // Though this is not a graceful solution, it is much faster than replacing `builtInType` with `type`
      identifier typeArguments?
    identifierPrmrAlt
    | literal
    | gstring
    | NEW nls creator[0]
    | THIS
    | SUPER
    | parExpression
    | closureOrLambdaExpression
    | list
    | map
    | builtInType
 ;
namedPropertyArgPrimary
  options { baseContext = primary; }
    : identifier
    | literal
    | gstring
namedArg
   options { baseContext = mapEntry; }
   :   namedArgLabel COLON nls expression
   |   MUL COLON nls expression
   ;

mapEntryLabel
   :   keywords
   |   primary
   ;

namedPropertyArgLabel
   options { baseContext = mapEntryLabel; }
   :   keywords
   |   namedPropertyArgPrimary
   ;

namedArgLabel
   options { baseContext = mapEntryLabel; }
   :   keywords
   |   namedArgPrimary
   ;

/**
 * t 0: general creation; 1: non-static inner class creation
 */
creator[int t]
   :   createdName
       (   nls arguments anonymousInnerClassDeclaration[0]?
           |   dim+ (nls arrayInitializer)?
       )
       ;

dim
   :   annotationsOpt LBRACK expression? RBRACK
   ;

arrayInitializer
   :   LBRACE nls (variableInitializers nls)? RBRACE
   ;

/**
 * t 0: anonymous inner class; 1: anonymous enum
 */
anonymousInnerClassDeclaration[int t]
   :   classBody[0]
   ;
createdName
  :   annotationsOpt
      (   primitiveType
          |   qualifiedClassName typeArgumentsOrDiamond?
      )
    :

nonWildcardTypeArguments
  :   LT nls typeList nls GT
    :

typeArgumentsOrDiamond
  :   LT GT
      |   typeArguments
    :

arguments
  :   LPAREN enhancedArgumentListInPar? COMMA? rparen
    :

argumentList
options { baseContext = enhancedArgumentListInPar; }
  :   firstArgumentListElement
      (   COMMA nls
          argumentListElement
      )*  
    :

enhancedArgumentList
options { baseContext = enhancedArgumentListInPar; }
  :   firstEnhancedArgumentListElement
      (   COMMA nls
          enhancedArgumentListElement
      )*  
    :

enhancedArgumentListInPar
  :   enhancedArgumentListElement
      (   COMMA nls
          enhancedArgumentListElement
      )*  
    :

firstArgumentListElement
options { baseContext = enhancedArgumentListElement; }
  :   expressionListElement[true]
      |   namedArg
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* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/antlr/java/java.g
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/antlr/groovy.g

1.1749 update-notifier 2.5.0 2.5.0

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1.1750 resolve 1.1.7 1.1.7
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1.1751 concat-stream 1.6.2 1.6.2
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1.1752 app-root-path 2.0.1 2.0.1

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1.1753 netty-transport-native-epoll

4.1.42.Final

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* /opt/ws_local/PERMITS_SQL/1072871039_1595214875.08/0/netty-transport-native-epoll-4-1-42-final-sources-1-
  jar/io/netty/channel/epoll/TcpMd5Util.java
* /opt/ws_local/PERMITS_SQL/1072871039_1595214875.08/0/netty-transport-native-epoll-4-1-42-final-sources-1-
  jar/io/netty/channel/epoll/EpollServerDomainSocketChannel.java
* /opt/ws_local/PERMITS_SQL/1072871039_1595214875.08/0/netty-transport-native-epoll-4-1-42-final-sources-1-
  jar/io/netty/channel/epoll/EpollRecvByteAllocatorHandle.java
* /opt/ws_local/PERMITS_SQL/1072871039_1595214875.08/0/netty-transport-native-epoll-4-1-42-final-sources-1-
  jar/io/netty/channel/epoll/AbstractEpollServerChannel.java
* /opt/ws_local/PERMITS_SQL/1072871039_1595214875.08/0/netty-transport-native-epoll-4-1-42-final-sources-1-
  jar/io/netty/channel/epoll/AbstractEpollStreamChannel.java
* /opt/ws_local/PERMITS_SQL/1072871039_1595214875.08/0/netty-transport-native-epoll-4-1-42-final-sources-1-
  jar/io/netty/channel/epoll/EpollDomainSocketChannelConfig.java
* /opt/ws_local/PERMITS_SQL/1072871039_1595214875.08/0/netty-transport-native-epoll-4-1-42-final-sources-1-
  jar/io/netty/channel/epoll/EpollRecvByteAllocatorStreamingHandle.java
* /opt/ws_local/PERMITS_SQL/1072871039_1595214875.08/0/netty-transport-native-epoll-4-1-42-final-sources-1-
  jar/io/netty/channel/epoll/EpollEventArray.java

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* under the License.
*/
/**
 * Set the [@code TCP_MD5SIG] option on the socket. See [@code linux/tcp.h] for more details.
 * Keys can only be set on, not read to prevent a potential leak, as they are confidential.
 * Allowing them being read would mean anyone with access to the channel could get them.
 */
/**
 * Set the [@code TCP_QUICKACK] option on the socket. See <a href="http://linux.die.net/man/7/tcp">TCP_QUICKACK</a>
 * for more details.
 */

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* /opt/ws_local/PERMITS_SQL/1072871039_1595214875.08/0/netty-transport-native-epoll-4-1-42-final-sources-1.jar/io/netty/channel/epoll/EpollSocketChannelConfig.java
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/*
**
* Set the `TCP_MD5SIG` option on the socket. See `linux/tcp.h` for more details.
* Keys can only be set on, not read to prevent a potential leak, as they are confidential.
* Allowing them being read would mean anyone with access to the channel could get them.
*/

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1.1757 swagger-annotations 1.5.0

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 */

package io.swagger.annotations;

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

/**
 * License metadata available within the info section of a Swagger definition, see
 * https://github.com/swagger-api/swagger-spec/blob/master/versions/2.0.md#licenseObject
 *
 * @since 1.5.0
 */

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

/**
 * The name of the license.
 *
 * @return the name of the license
 */

String name();

/**
 * An optional URL for the license.
 */
1.1758 json-refs 3.0.15 3.0.15

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1.1759 icu 63

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

## Flags for position independent code
SHAREDLIBCFLAGS = -fPIC
SHAREDLIBCXXFLAGS = -fPIC
SHAREDLIBCPPFLAGS = -DPIC

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

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

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

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

## Shared object suffix
SO = so
## Non-shared intermediate object suffix
STATIC_O = ao

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

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

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

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

## Versioned libraries rules
## Bind internal references

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

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

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

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* /opt/cola/permits/1000715208_1614362208.0/0/ical4j-1-0-2-test-sources-
  jar/net/fortuna/ical4j/model/property/TzOffsetToTest.java
* /opt/cola/permits/1000715208_1614362208.0/0/ical4j-1-0-2-test-sources-
  jar/net/fortuna/ical4j/data/CalendarBuilderCustomRegistryTest.java
* /opt/cola/permits/1000715208_1614362208.0/0/ical4j-1-0-2-test-sources-
  jar/net/fortuna/ical4j/model/property/RepeatTest.java
* /opt/cola/permits/1000715208_1614362208.0/0/ical4j-1-0-2-test-sources-
  jar/net/fortuna/ical4j/model/parameter/LanguageTest.java
* /opt/cola/permits/1000715208_1614362208.0/0/ical4j-1-0-2-test-sources-
  jar/net/fortuna/ical4j/model/property/ContactTest.java
* /opt/cola/permits/1000715208_1614362208.0/0/ical4j-1-0-2-test-sources-
  jar/net/fortuna/ical4j/model/property/CalScaleTest.java
* /opt/cola/permits/1000715208_1614362208.0/0/ical4j-1-0-2-test-sources-
  jar/net/fortuna/ical4j/model/property/CreatedTest.java
* /opt/cola/permits/1000715208_1614362208.0/0/ical4j-1-0-2-test-sources-
  jar/net/fortuna/ical4j/model/property/OrganizerTest.java
* /opt/cola/permits/1000715208_1614362208.0/0/ical4j-1-0-2-test-sources-
  jar/net/fortuna/ical4j/model/property/DatePropertyTest.java
* /opt/cola/permits/1000715208_1614362208.0/0/ical4j-1-0-2-test-sources-
  jar/net/fortuna/ical4j/model/property/TzNameTest.java
* /opt/cola/permits/1000715208_1614362208.0/0/ical4j-1-0-2-test-sources-
  jar/net/fortuna/ical4j/model/parameter/MemberTest.java
* /opt/cola/permits/1000715208_1614362208.0/0/ical4j-1-0-2-test-sources-
  jar/net/fortuna/ical4j/model/property/UtcOffsetTest.java
* /opt/cola/permits/1000715208_1614362208.0/0/ical4j-1-0-2-test-sources-
  jar/net/fortuna/ical4j/model/property/VFreeBusyTest.java
* /opt/cola/permits/1000715208_1614362208.0/0/ical4j-1-0-2-test-sources-jar/net/fortuna/ical4j/model/DurTest.java
* /opt/cola/permits/1000715208_1614362208.0/0/ical4j-1-0-2-test-sources-
  jar/net/fortuna/ical4j/model/component/VTimeZoneTest.java
* /opt/cola/permits/1000715208_1614362208.0/0/ical4j-1-0-2-test-sources-
  jar/net/fortuna/ical4j/model/component/UtcOffsetTest.java
* /opt/cola/permits/1000715208_1614362208.0/0/ical4j-1-0-2-test-sources-
  jar/net/fortuna/ical4j/model/property/ExtendedAddressTest.java
* /opt/cola/permits/1000715208_1614362208.0/0/ical4j-1-0-2-test-sources-
  jar/net/fortuna/ical4j/model/property/CreatedTest.java
* /opt/cola/permits/1000715208_1614362208.0/0/ical4j-1-0-2-test-sources-
  jar/net/fortuna/ical4j/model/property/DatePropertyTest.java
* /opt/cola/permits/1000715208_1614362208.0/0/ical4j-1-0-2-test-sources-
  jar/net/fortuna/ical4j/model/property/TzScaleTest.java
* /opt/cola/permits/1000715208_1614362208.0/0/ical4j-1-0-2-test-sources-
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* /opt/cola/permits/1000715208_1614362208.0/0/ical4j-1-0-2-test-sources-
  jar/net/fortuna/ical4j/model/property/DatePropertyTest.java
null
* /opt/cola/permits/1000715208_1614362208.0/0/ical4j-1-0-2-test-sources-jar/net/fortuna/ical4j/model/property/UidTest.java
* /opt/cola/permits/1000715208_1614362208.0/0/ical4j-1-0-2-test-sources-jar/net/fortuna/ical4j/model/property/SequenceTest.java
* /opt/cola/permits/1000715208_1614362208.0/0/ical4j-1-0-2-test-sources-jar/net/fortuna/ical4j/model/TimeZoneTest.java
* /opt/cola/permits/1000715208_1614362208.0/0/ical4j-1-0-2-test-sources-jar/net/fortuna/ical4j/model/RecurTest.java

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* /opt/cola/permits/1000715208_1614362208.0/0/ical4j-1-0-2-test-sources-jar/log4j.properties
* /opt/cola/permits/1000715208_1614362208.0/0/ical4j-1-0-2-test-sources-jar/ical4j.properties

1.1776 color-name 1.1.4 1.1.4

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1.1777 opentracing-util 0.31.0

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1.1779 jnr-netdb 0.4
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 */
1.1783 zlib 1.2.3

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

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1.1785 mute-stream 0.0.5 0.0.5

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1.1787 sigmund 1.0.1 1.0.1
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1.1790 node-fetch 2.6.5 2.6.5

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1.1791 engine.io-parser 4.0.3 4.0.3

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1.1792 arr-flatten 1.1.0 1.1.0

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1.1795 lodash.memoize 4.1.2 4.1.2

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1.1796 is-installed-globally 0.1.0 0.1.0

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1.1797 anscicolors 0.2.1 0.2.1

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1.1798 array-differ 1.0.0 1.0.0

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1.1800 util-deprecate 1.0.2 1.0.2

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1.1801 y18n 4.0.3 4.0.3
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1.1802 json-stable-stringify 1.0.1 1.0.1
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1.1803 nimbus-jose-jwt 4.41.3

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 */

Found in path(s):

*/

/opt/cola/permits/1136447733_1613767076.49/0/nimbus-jose-jwt-4-41-3-sources-2.jar/com/nimbusds/jwt/JWTClaimsSet.java
/*
 * /opt/cola/permits/1136447733_1613767076.49/0/nimbus-jose-jwt-4-41-3-sources-2.jar/com/nimbusds/jwt/JWTClaimsSet.java
 * /opt/cola/permits/1136447733_1613767076.49/0/nimbus-jose-jwt-4-41-3-sources-2.jar/com/nimbusds/jose/crypto/AAD.java
 * /opt/cola/permits/1136447733_1613767076.49/0/nimbus-jose-jwt-4-41-3-sources-2.jar/com/nimbusds/jose/PayloadTransformer.java
 * /opt/cola/permits/1136447733_1613767076.49/0/nimbus-jose-jwt-4-41-3-sources-2.jar/com/nimbusds/jose/JWEObject.java
 * /opt/cola/permits/1136447733_1613767076.49/0/nimbus-jose-jwt-4-41-3-sources-2.jar/com/nimbusds/jwt/proc/DefaultJWTProcessor.java
 * /opt/cola/permits/1136447733_1613767076.49/0/nimbus-jose-jwt-4-41-3-sources-2.jar/com/nimbusds/jose/crypto/ECDH.java
 * /opt/cola/permits/1136447733_1613767076.49/0/nimbus-jose-jwt-4-41-3-sources-2.jar/com/nimbusds/jwt/proc/DefaultJWTProcessor.java
 */

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jar/com/nimbusds/jose/AlgorithmFamily.java
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* /opt/cola/permits/1136447733_1613767076.49/0/nimbus-jose-jwt-4-41-3-sources-2-
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* /opt/cola/permits/1136447733_1613767076.49/0/nimbus-jose-jwt-4-41-3-sources-2-
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* /opt/cola/permits/1136447733_1613767076.49/0/nimbus-jose-jwt-4-41-3-sources-2-
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* /opt/cola/permits/1136447733_1613767076.49/0/nimbus-jose-jwt-4-41-3-sources-2-
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jar/com/nimbusds/jose/proc/JOSEProcessorConfiguration.java
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* /opt/cola/permits/1136447733_1613767076.49/0/nimbus-jose-jwt-4-41-3-sources-2-jar/com/nimbusds/jose/util/IntegerOverflowException.java
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* /opt/cola/permits/1136447733_1613767076.49/0/nimbus-jose-jwt-4-41-3-sources-2-jar/com/nimbusds/jose/crypto/AESDecrypter.java
1.1804 term-size 1.2.0 1.2.0

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1.1824 aria-query 4.2.2 4.2.2

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1.1825 should-equal 2.0.0 2.0.0

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1.1826 signal-exit 3.0.3 3.0.3
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1.1830 react-copy-to-clipboard 5.0.2 5.0.2
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Some files from the tests folder are from joyent/node and mscedex/io.js, a fork
of nodejs/io.js:

- tests/iojs/test-http-parser-durability.js

This file is from https://github.com/mscedex/io.js/blob/js-http-parser/test/pummel/test-http-parser-durability.js
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- tests/fixtures/*
- tests/parallel/*
- tests/testpy/*
- tests/common.js
- tests/test.py
- tests/utils.py

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# spdx-license-ids


A list of [SPDX license](https://spdx.org/licenses/) identifiers

## Installation

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

```bash
npm install spdx-license-ids
```

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

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

Type: `string[]`

All license IDs except for the currently deprecated ones.

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

ids.includes('BSD-3-Clause'); //=> true
ids.includes('CC-BY-1.0'); //=> true
```
ids.includes('GPL-3.0'); //=> false
```
### require('spdx-license-ids/deprecated')

Type: `string[]`

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

deprecatedIds.includes('BSD-3-Clause'); //=> false
deprecatedIds.includes('CC-BY-1.0'); //=> false
deprecatedIds.includes('GPL-3.0'); //=> true
```

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node-http-proxy

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validate-npm-package-license

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

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

SPDX license identifiers are valid license strings:

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

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

The function will return a warning and suggestion for nearly-correct license identifiers:

```javascript
assert.deepEqual(
  valid('Apache 2.0'),
  {
    validForOldPackages: false,
    validForNewPackages: false,
    warnings: [
      'license should be ’ +
      'a valid SPDX license expression (without ”LicenseRef”), ’ +
      ”UNLICENSED”, or ’ +
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If there aren't any licensing terms, use `UNLICENSED`: 

```javascript
var unlicensed = {
  validForNewPackages: true,
  validForOldPackages: true,
  unlicensed: true
};
assert.deepEqual(valid('UNLICENSED'), unlicensed);
assert.deepEqual(valid('UNLICENCED'), unlicensed);
```

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1.1831 ext 1.4.0 1.4.0

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1.1832 vm-browserify 1.1.2 1.1.2

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1.1833 v8flags 2.1.1 2.1.1

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1.1834 socket.io-parser 3.3.2 3.3.2

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1.1839 eslint-config-airbnb 16.1.0 16.1.0

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1.1840 is-arrayish 0.2.1 0.2.1

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1.1841 function.prototype.name 1.1.4 1.1.4

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1.1844 @babel/helper-hoist-variables 7.15.4

7.15.4

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1.1846 posix-character-classes 0.1.1 0.1.1

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* /opt/ws_local/PERMITS_SQL/1048949653_1591433284.08/0/asm-all-repackaged-2-2-0-b21-sources-1-jar/org/objectweb/asm/xml/ASMContentHandler.java
* /opt/ws_local/PERMITS_SQL/1048949653_1591433284.08/0/asm-all-repackaged-2-2-0-b21-sources-1-jar/org/objectweb/asm/xml/SAXClassAdapter.java
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* /opt/ws_local/PERMITS_SQL/1048949653_1591433284.08/0/asm-all-repackaged-2-2-0-b21-sources-1-jar/org/objectweb/asm/xml/SAXAnnotationAdapter.java
* /opt/ws_local/PERMITS_SQL/1048949653_1591433284.08/0/asm-all-repackaged-2-2-0-b21-sources-1-jar/org/objectweb/asm/xml/Processor.java

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jar/org/objectweb/asm/commons/InstructionAdapter.java

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* /opt/cola/permits/1108597571_1606176527.27/0/gson-2-8-6-sources-1-jar/com/google/gson/JsonPrimitive.java
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* /opt/cola/permits/1108597571_1606176527.27/0/gson-2-8-6-sources-1-
  jar/com/google/gson/annotations/JsonAdapter.java
* /opt/cola/permits/1108597571_1606176527.27/0/gson-2-8-6-sources-1-
  jar/com/google/gson/internal/bind/JsonAdapterAnnotationTypeAdapterFactory.java
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* /opt/cola/permits/1108597571_1606176527.27/0/gson-2-8-6-sources-1-
  jar/com/google/gson/internal/$Gson$Types.java
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  jar/com/google/gson/internal/$Gson$Types.java
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* /opt/cola/permits/1108597571_1606176527.27/0/gson-2-8-6-sources-1-
  jar/com/google/gson/stream/JsonToken.java
* /opt/cola/permits/1108597571_1606176527.27/0/gson-2-8-6-sources-1-
  jar/com/google/gson/stream/JsonWriter.java
* /opt/cola/permits/1108597571_1606176527.27/0/gson-2-8-6-sources-1-
  jar/com/google/gson/stream/JsonScope.java
* /opt/cola/permits/1108597571_1606176527.27/0/gson-2-8-6-sources-1-
  jar/com/google/gson/stream/MalformedJsonException.java
* /opt/cola/permits/1108597571_1606176527.27/0/gson-2-8-6-sources-1-
  jar/com/google/gson/stream/JsonReader.java

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* /opt/cola/permits/1108597571_1606176527.27/0/gson-2-8-6-sources-1-
  jar/com/google/gson/internal/LazilyParsedNumber.java
* /opt/cola/permits/1108597571_1606176527.27/0/gson-2-8-6-sources-1-
  jar/com/google/gson/internal/bind/SqlDateTypeAdapter.java
* /opt/cola/permits/1108597571_1606176527.27/0/gson-2-8-6-sources-1-
  jar/com/google/gson/internal/bind/TimeTypeAdapter.java
* /opt/cola/permits/1108597571_1606176527.27/0/gson-2-8-6-sources-1-
  jar/com/google/gson/internal/bind/DateTypeAdapter.java
* /opt/cola/permits/1108597571_1606176527.27/0/gson-2-8-6-sources-1-
jar/com/google/gson/internal/UnsafeAllocator.java
*/ /opt/cola/permits/1108597571_1606176527.27/0/gson-2-8-6-sources-1-jar/com/google/gson/internal/bind/TreeTypeAdapter.java
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*/ /opt/cola/permits/1108597571_1606176527.27/0/gson-2-8-6-sources-1-jar/com/google/gson/JsonSyntaxException.java
*/ /opt/cola/permits/1108597571_1606176527.27/0/gson-2-8-6-sources-1-jar/com/google/gson/LongSerializationPolicy.java
 */ /opt/cola/permits/1108597571_1606176527.27/0/gson-2-8-6-sources-1-jar/com/google/gson/JsonStreamParser.java
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*/ /opt/cola/permits/1108597571_1606176527.27/0/gson-2-8-6-sources-1-jar/com/google/gson/Long.SerializationPolicy.java
 */ /opt/cola/permits/1108597571_1606176527.27/0/gson-2-8-6-sources-1-jar/com/google/gson/JsonStreamParser.java
1.1914 istanbul-reports 1.5.1 1.5.1

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1.1915 yargs-unparser 1.6.0 1.6.0

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```javascript
// NOTE: Common constant values

/**
 * A cache of the Long representations of small integer values.
 * @type {!Object}
 * @private
 */
Kotlin.Long.IntCache_ = {};

/**
 * Returns a Long representing the given (32-bit) integer value.
 * @param {number} value The 32-bit integer in question.
 * @return {!Kotlin.Long} The corresponding Long value.
 */
Kotlin.Long.fromInt = function(value) {
  if (-128 <= value && value < 128) {
    var cachedObj = Kotlin.Long.IntCache_[value];
    if (cachedObj) {
      return cachedObj;
    }
  }

  var obj = new Kotlin.Long(value | 0, value < 0 ? -1 : 0);
  if (-128 <= value && value < 128) {
  }
  return obj;
};

/**
 * Converts this number value to 'Long'.
 * The fractional part, if any, is rounded down towards zero.
 * @param {number} value The number in question.
 * @return {!Kotlin.Long} The corresponding Long value.
 */
Kotlin.Long.fromNumber = function(value) {
  if (isNaN(value)) {
    return Kotlin.Long.ZERO;
  } else if (value <= -Kotlin.Long.TWO_PWR_63_DBL_) {
    return Kotlin.Long.MIN_VALUE;
  } else if (value + 1 >= Kotlin.Long.TWO_PWR_63_DBL_) {
    return Kotlin.Long.MAX_VALUE;
  } else if (value < 0) {
    return Kotlin.Long.fromNumber(-value).negate();
  } else {
    return new Kotlin.Long((value % Kotlin.Long.TWO_PWR_32_DBL_) | 0,
        (value / Kotlin.Long.TWO_PWR_32_DBL_) | 0);
  }
};

/**
 * Returns a Long representation of the given string, written using the given
 * radix and number representation of the Long.
 * @param {string} str The textual representation of the Long.
 * @param {number=} opt_radix The radix in which the text is written.
 * @return {!Kotlin.Long} The corresponding Long value.
 */
Kotlin.Long.fromString = function(str, opt_radix) {
  if (str.length == 0) {
    throw Error('number format error: empty string');
  }

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

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

  // Do several (8) digits each time through the loop, so as to minimize
  // the calls to the very expensive emulated div.
  var var radix = opt_radixedb; stbexilut
  var result = Kotlin.Long.ZERO;
  for (var i = 0; i < str.length; i += 8) {
    var size = Math.min(8, str.length - i);
    var value = parseInt(str.substring(i, i + size), radix);
    if (size < 8) {
      var power = Kotlin.Long.fromString(str.substring(i, i + size), radix);
    } else if (size < 8) {
      var result = result.multiply(Kotlin.Long.fromString(value));
    } else {
      var result = result.multiply(Kotlin.Long.fromString(value));
    }
  }
  return result;
};
```

// NOTE: the compiler should inline these constant values below and then remove them// these variables, so there should be no runtime penalty for these;\n
```
*/
Kotlin.Long.ZERO = Kotlin.Long.fromInt(0);

```
*/
Kotlin.Long.ONE = Kotlin.Long.fromInt(1);
Kotlin.Long.NEG_ONE = Kotlin.Long.fromInt(-1);
Kotlin.Long.MAX_VALUE =
Kotlin.Long.fromBits(0xF0000000_0, 0); 0
Kotlin.Long.MIN_VALUE =
Kotlin.Long.fromBits(0, 0x80000000_0);
Kotlin.Long.TWO_PWR_24_ = Kotlin.Long.fromInt(1 << 24);
Kotlin.Long.TWO_PWR_32_DBL_ =
Kotlin.Long.getLowBitsUnsigned();

/**
 * @type {Kotlin.Long}
 */
Kotlin.Long.prototype.toInt = function() {
  return this.low_;
};

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

/**
 * @return {boolean} Whether this value is zero.
 */
Kotlin.Long.prototype.isZero =
function() {
  return this.high_ == 0
  && this.low_ == 0;
};

/**
 * @return {boolean} Whether this value is negative.
 */
Kotlin.Long.prototype.isNegative =
function() {
  return this.high_ < 0;
};

/**
 * @return {boolean} Whether this value is odd.
 */
Kotlin.Long.prototype.isOdd =
function() {
  return (this.high_ & 1) == 1;
};

/**
 * @return {Kotlin.Long} Other Long to compare against.
 */
Kotlin.Long.prototype.equalsLong =
function(other) {
  return (this.high_ == other.high_)
  && (this.low_ == other.low_);
};

/**
 * @return {boolean} Whether this Long is less than or equal to the other.
 */
Kotlin.Long.prototype.lessThanOrEqual =
function(other) {
  return this.compareTo(other) <= 0;
};

/**
 * @return {boolean} Whether this Long is greater than the other.
 */
Kotlin.Long.prototype.lessThan =
function(other) {
  return this.compareTo(other) < 0;
};

/**
 * @return {boolean} Whether this Long is less than the other.
 */
Kotlin.Long.prototype.compareTo =
function(other) {
  return this.subtract(other).compareTo(0) < 0;
};
Kotlin.Long.prototype.greaterThan = function(other) {
  return this.compare(other) > 0;
};

Kotlin.Long.prototype.greaterThanOrEqual = function(other) {
  return this.compare(other) >= 0;
};

Kotlin.Long.prototype.compare = function(other) {
  return this.subtract(other).isNegative();
};

Kotlin.Long.prototype.negate = function() {
  if (this.equalsLong(Kotlin.Long.MIN_VALUE)) {
    return other.isOdd() ? Kotlin.Long.MIN_VALUE : Kotlin.Long.ZERO;
  } else if (other.equalsLong(Kotlin.Long.MIN_VALUE)) {
    return this.isOdd() ? Kotlin.Long.MIN_VALUE : Kotlin.Long.ZERO;
  }

  if (this.isNegative()) {
    if (other.isNegative()) {
      return this.negate().multiply(other.negate());
    } else {
      return this.negate().multiply(other).negate();
    }
  } else if (other.isNegative()) {
    return this.multiply(other.negate()).negate();
  }

  // If both longs are small, use float multiplication
  if (this.lessThan(Kotlin.Long.TWO_PWR_24_)) {
    return Kotlin.Long.fromBits((c16 << 16) | c00, (c48 << 16) | c32);
  }

  // Divide each number into 4 chunks of 16 bits, and then sum the chunks:
  var a48 = this.high_ >>> 16;
  var a32 = this.high_ & 0xFFFF;
  var a16 = this.low_ >>> 16;
  var a00 = this.low_ & 0xFFFF;

  var b48 = other.high_ >>> 16;
  var b32 = other.high_ & 0xFFFF;
  var b16 = other.low_ >>> 16;
  var b00 = other.low_ & 0xFFFF;

  var c48 = 0, c32 = 0, c16 = 0, c00 = 0;
  c00 += a00 + b00;
  c16 += c00 >>> 16;
  c00 &= 0xFFFF;
  c16 += a16 + b16;
  c32 += c16 >>> 16;
  c16 &= 0xFFFF;
  c32 += a32 + b32;
  c48 += c32 >>> 16;
  c32 &= 0xFFFF;
  c48 += a48 + b48;
  c48 &= 0xFFFF;

  return Kotlin.Long.fromBits(c16 << 16) | c00, (c48 << 16) | c32);
}
```javascript
// At this point, we have |other| >= 2, so |this/other| < |MIN_VALUE|.
var halfThis = this.shiftRight(1);
var approx = halfThis.div(other).shiftLeft(1);

if (approx.equalsLong(Kotlin.Long.ZERO)) {
  return other.isNegative() ? Kotlin.Long.ONE : Kotlin.Long.NEG_ONE;
} else {
  var rem = this.subtract(other.multiply(approx));
  var result = approx.add(rem.divide(other));
  return result;
}

else {
  var halfThis = this.shiftRight(1);
  var approx = halfThis.divide(other).shiftLeft(1);

  if (approx.equalsLong(Kotlin.Long.ZERO)) {
    return other.isNegative() ? Kotlin.Long.ONE : Kotlin.Long.NEG_ONE;
  } else {
    var rem = this.subtract(other.multiply(approx));
    var result = approx.add(rem.divide(other));
    return result;
  }
}

if (other.equalsLong(Kotlin.Long.MIN_VALUE)) {
  return Kotlin.Long.ZERO;
}

if (this.isNegative()) {
  if (other.isNegative()) {
    return this.negate().divide(other.negate());
  } else {
    return this.negate().divide(other).negate();
  }
} else if (other.isNegative()) {
  return this.divide(other.negate()).negate();
}

// Repeat the following until the remainder is less than other: find a floating-point that approximates remainder / other *from below*, add this\n into the result, and subtract it from the remainder. It is critical that \n the approximate value is less than or equal to the real value so that the\n remainder never becomes negative.

var res = Kotlin.Long.ZERO;
var rem = this;
while (rem.greaterThanOrEqual(other)) {
  // Approximate the result of division. This may be a little greater or/\n smaller than the actual value.
  var approx = Math.max(1, Math.floor(rem.toNumber() / other.toNumber()));

  // We will tweak the approximate result by changing it in the 48-th digit or/\n the smallest non-fractional digit,
  // whichever is larger.
  var log2 = Math.ceil(Math.log(approx) / Math.LN2);
  var delta = (log2 <= 48) ? 1 : Math.pow(2, 2 - 48);

  // Decrease the approximation until it is smaller than the remainder. Note/\n  // that if it is too large, the product overflows and is negative.
  var approxRes = Kotlin.Long.fromNumber(approx);
  var approxRem = approxRes.multiply(other);
  while (approxRem.isNegative() || approxRem.greaterThan(rem)) {
    approx -= delta;
    approxRes = Kotlin.Long.fromNumber(approx);
    approxRem = approxRes.multiply(other);
  }

  if (approxRes.isZero()) {
    approxRes = Kotlin.Long.ONE;
  }

  res = res.add(approxRes);
  rem = rem.subtract(approxRem);
}
return res;

/**
 * Returns this Long modulo the given one.
 * @param {Kotlin.Long} other Long by which to mod.
 * @return {!Kotlin.Long} This Long modulo the given one.
 */
Kotlin.Long.prototype.modulo = function(other) {
  return this.subtract(this.divide(other).multiply(other));
};

/** @return {!Kotlin.Long} The bitwise-NOT of this value. */
Kotlin.Long.prototype.not = function() {
  return Kotlin.Long.fromBits(~this.low_, ~this.high_);
};

/**
 * Returns the bitwise-AND of this Long and the given one.
 * @param {Kotlin.Long} other The Long with which to AND.
 * @return {!Kotlin.Long} The bitwise-AND of this and the other.
 */
Kotlin.Long.prototype.and = function(other) {
  return Kotlin.Long.fromBits(this.low_ & other.low_,
                               this.high_ & other.high_);
};

/**
 * Returns the bitwise-XOR of this Long and the given one.
 * @param {Kotlin.Long} other The Long with which to XOR.
 * @return {!Kotlin.Long} The bitwise-XOR of this and the other.
 */
Kotlin.Long.prototype.xor = function(other) {
  return Kotlin.Long.fromBits(this.low_ ^ other.low_,
                               this.high_ ^ other.high_);
};

/**
 * Returns this Long with bits shifted to the left by the given amount.
 * @param {number} numBits The number of bits by which to shift.
 * @return {!Kotlin.Long} This shifted to the left by the given amount.
 */
Kotlin.Long.prototype.shiftLeft = function(numBits) {
  numBits &= 63;
  if (numBits == 0) {
    return this;
  } else {
    var low = this.low_;
    if (numBits < 32) {
      var high = this.high_;
      return Kotlin.Long.fromBits(low << numBits, high << numBits);
    } else {
      return Kotlin.Long.fromBits(0, low << (numBits - 32));
    }
  }
};

/**
 * Returns this Long with bits shifted to the right by the given amount.
 * @param {number} numBits The number of bits by which to shift.
 * @return {!Kotlin.Long} This shifted to the right by the given amount.
 */
Kotlin.Long.prototype.shiftRight = function(numBits) {
  numBits &= 63;
  if (numBits == 0) {
    return this;
  } else {
    var low = this.low_;
    if (numBits < 32) {
      return Kotlin.Long.fromBits(low >> numBits, high >> numBits);
    } else {
      return Kotlin.Long.fromBits(high >> (32 - numBits), low >> numBits);
    }
  }
};
```
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try {
        (function(){}.apply(null, new Int32Array(0)))
    } catch (e) {
        var apply = Function.prototype.apply;
        Object.defineProperty(Function.prototype, 'apply', {
            value: function(self, array) {
                return apply.call(this, self, [].slice.call(array));
            }
        });
    }

    // Patch apply to work with TypedArrays if needed. // Patch map to work with TypedArrays if needed.
    for (var i = 0; i < arrays.length; ++i) {
        var TypedArray = arrays[i];
        if (typeof TypedArray.prototype.map === "undefined") {
            Object.defineProperty(TypedArray.prototype, 'map', {
                value: function(callback, self) {
                    return [].slice.call(this).map(callback, self);
                }
            });
        }
    }

    // Patch sort to work with TypedArrays if needed. // TODO: consider to remove following function and replace it with 'Kotlin.doubleCompareTo' (see misc.js)
    var totalOrderComparator = function (a, b) {
        if (a < b) return -1;
        if (a > b) return 1;
        if (a === b) {
            if (a !== 0) return 0;
            var ia = 1 / a;
            return ia === 1 / b ? 0 : (ia < 0 ? -1 : 1);
        }
        return a !== a ? (b !== b ? 0 : 1) : -1;
    }
    // for (var i = 0; i < arrays.length; ++i) {
    //     var TypedArray = arrays[i];
    //     if (typeof TypedArray.prototype.sort === "undefined") {
    //         Object.defineProperty(TypedArray.prototype, 'sort', {
    //             value: function(compareFunction) {
    //                 return Array.prototype.sort.call(this, compareFunction || totalOrderComparator);
    //             }
    //         });
    //     }
    // }
})();

/*
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 * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.
 */

Kotlin.Kind = {
    CLASS: "class",
    INTERFACE: "interface",
    OBJECT: "object"
};

Kotlin.callGetter = function (thisObject, klass, propertyName) {
    var propertyDescriptor = Object.getOwnPropertyDescriptor(klass, propertyName);
    if (propertyDescriptor != null && propertyDescriptor.get != null) {
        return propertyDescriptor.get.call(thisObject);
    }

    propertyDescriptor = Object.getOwnPropertyDescriptor(thisObject, propertyName);
    if (propertyDescriptor != null && "value" in propertyDescriptor) {
        return thisObject[propertyName];
    }

    return Kotlin.callGetter(thisObject, Object.getPrototypeOf(klass), propertyName);
};

Kotlin.callSetter = function (thisObject, klass, propertyName, value) {
    var propertyDescriptor = Object.getOwnPropertyDescriptor(klass, propertyName);
    if (propertyDescriptor != null && propertyDescriptor.set != null) {
        propertyDescriptor.set.call(thisObject, value);
        return;
    }

    propertyDescriptor = Object.getOwnPropertyDescriptor(thisObject, propertyName);
    if (propertyDescriptor != null && "value" in propertyDescriptor) {
        thisObject[propertyName] = value;
        return;
    }

    Kotlin.callSetter(thisObject, Object.getPrototypeOf(klass), propertyName, value);
};

function isInheritanceFromInterface(ctor, iface) {
    if (ctor === iface) return true;

    var metadata = ctor.$metadata$;
    if (metadata != null) {
        var interfaces = metadata.interfaces;
        for (var i = 0; i < interfaces.length; ++i) {
            if (isInheritanceFromInterface(interfaces[i], iface)) {
                return true;
            }
        }
    }

    var superPrototype = ctor.prototype != null ? Object.getPrototypeOf(ctor.prototype) : null;
    var superConstructor = superPrototype != null ? superPrototype.constructor : null;
    return superConstructor != null && isInheritanceFromInterface(superConstructor, iface);
};

Kotlin.isType = function (object, klass) {
    if (klass === Object) {
        switch (typeof object) {
            case "string":
            case "number":
            case "boolean":
                return true;
            default:
                return object instanceof klass;
        }
    }

    if (object == null || klass == null || (typeof object !== 'object' && typeof object !== 'function')) {
        return false;
    }

    var proto = Object.getPrototypeOf(klass);
    var constructor = proto != null ? Constructor : null;
    if (constructor != null && "$metadata$" in constructor) {
        var metadata = constructor.$metadata$;
        if (metadata.kind === Kotlin.Kind.OBJECT) {
            return object instanceof klass;
        }
    }

    var klassMetadata = klass.$metadata$;
    // In WebKit (JavaScriptCore) for some interfaces from DOM typeof returns 'object', nevertheless they can be used in RHS of instanceof
    if (klassMetadata == null) {
        return object instanceof klass;
    }

    if (klassMetadata.kind === Kotlin.KindINTERFACE &}
object.constructor != null) { 
    return isInheritanceFromInterface(object.constructor, klass); 
  } 

return false; 

Kotlin.isNumber = function (a) { 
  return typeof a == "number" || a instanceof 
    Kotlin.Long; 
}

Kotlin.isChar = function (value) { 
  return value instanceof 
    Kotlin.BoxedChar
};

Kotlin.isComparable = function (value) { 
  var type = typeof value;

  return type === "string" ||
         type === "boolean" ||
         Kotlin.isNumber(value) ||
         Kotlin.isType(value,
      Kotlin.kotlin.Comparable); 
}

Kotlin.isCharSequence = function (value) { 
  return typeof value === "string" ||
             Kotlin.isType(value, Kotlin.kotlin.CharSequence);
};

Kotlin.isNumber = function (a) { 
    return typeof a == "number" || a instanceof 
      Kotlin.Long;
}

Kotlin.isChar = function (value) { 
    return value instanceof 
      Kotlin.BoxedChar
};

Kotlin.isComparable = function (value) { 
    var type = typeof value;

    return type
      === "string" ||
            type === "boolean" ||
            Kotlin.isNumber(value) ||
            Kotlin.isType(value,
      Kotlin.kotlin.Comparable); 
}

Kotlin.isCharSequence = function (value) { 
    return typeof value === "string" ||
               Kotlin.isType(value, Kotlin.kotlin.CharSequence);
};

Kotlin.isCharSequence = function (value) { 
    return typeof value === "string" ||
       Kotlin.isType(value, Kotlin.kotlin.CharSequence);
};
*inline* operator fun <T> Array<out T>.component3(): T {
    return get(2)
}

*inline* operator fun ByteArray.component3(): Byte {
    return get(2)
}

*inline* operator fun ShortArray.component3(): Short {
    return get(2)
}

*inline* operator fun IntArray.component3(): Int {
    return get(2)
}

*inline* operator fun LongArray.component3(): Long {
    return get(2)
}

*inline* operator fun FloatArray.component3(): Float {
    return get(2)
}

*inline* operator fun DoubleArray.component3(): Double {
    return get(2)
}

*inline* operator fun BooleanArray.component3(): Boolean {
    return get(2)
}

*inline* operator fun CharArray.component3(): Char {
    return get(2)
}

*inline* operator fun <T> Array<out T>.component4(): T {
    return get(3)
}

*inline* operator fun ByteArray.component4(): Byte {
    return get(3)
}

*inline* operator fun ShortArray.component4(): Short {
    return get(3)
}

*inline* operator fun IntArray.component4(): Int {
    return get(3)
}

*inline* operator fun LongArray.component4(): Long {
    return get(3)
}

*inline* operator fun FloatArray.component4(): Float {
    return get(3)
}

*inline* operator fun DoubleArray.component4(): Double {
    return get(3)
}

*inline* operator fun BooleanArray.component4(): Boolean {
    return get(3)
}

*inline* operator fun CharArray.component4(): Char {
    return get(3)
}

*inline* operator fun <T> Array<out T>.component5(): T {
    return get(4)
}

*inline* operator fun ByteArray.component5(): Byte {
    return get(4)
}

*inline* operator fun ShortArray.component5(): Short {
    return get(4)
}

*inline* operator fun IntArray.component5(): Int {
    return get(4)
}

*inline* operator fun LongArray.component5(): Long {
    return get(4)
}

*inline* operator fun FloatArray.component5(): Float {
    return get(4)
}

*inline* operator fun DoubleArray.component5(): Double {
    return get(4)
}

*inline* operator fun BooleanArray.component5(): Boolean {
    return get(4)
}

*inline* operator fun CharArray.component5(): Char {
    return get(4)
}

*inline* operator fun <T> Array<out T>.contains(element: T): Boolean {
    return indexOf(element) >= 0
}

*inline* operator fun ByteArray.contains(element: Byte): Boolean {
    return indexOf(element) >= 0
}

*inline* operator fun ShortArray.contains(element: Short): Boolean {
    return indexOf(element) >= 0
}

*inline* operator fun IntArray.contains(element: Int): Boolean {
    return indexOf(element) >= 0
}

*inline* operator fun LongArray.contains(element: Long): Boolean {
    return indexOf(element) >= 0
}

*inline* operator fun FloatArray.contains(element: Float): Boolean {
    return indexOf(element) >= 0
}

*inline* operator fun DoubleArray.contains(element: Double): Boolean {
    return indexOf(element) >= 0
}

*inline* operator fun BooleanArray.contains(element: Boolean): Boolean {
    return indexOf(element) >= 0
}

*inline* operator fun CharArray.contains(element: Char): Boolean {
    return indexOf(element) >= 0
}

 первую строку.
[element] is found in the array.
 */
public operator fun LongArray.contains(element: Long): Boolean {
    return indexOf(element) >= 0
}

/**
 * Returns `true` if [element] is found in the array.
 */
public operator fun FloatArray.contains(element: Float): Boolean {
    return indexOf(element) >= 0
}

/**
 * Returns `true` if [element] is found in the array.
 */
public operator fun DoubleArray.contains(element: Double): Boolean {
    return indexOf(element) >= 0
}

/**
 * Returns `true` if [element] is found in the array.
 */
public operator fun BooleanArray.contains(element: Boolean): Boolean {
    return indexOf(element) >= 0
}

/**
 * Returns `true` if [element] is found in the array.
 */
public operator fun CharArray.contains(element: Char): Boolean {
    return indexOf(element) >= 0
}

/**
 * Returns an element at the given [index] or throws an
 * [IndexOutOfBoundsException] if the [index] is out of bounds of this array.
 */
public expect fun <T> Array<out T>.elementAt(index: Int): T

/**
 * Returns an element at the given [index] or throws an
 * [IndexOutOfBoundsException] if the [index] is out of bounds of this array.
 */
public expect fun ByteArray.elementAt(index: Int): Byte

/**
 * Returns an element at the given [index] or throws an
 * [IndexOutOfBoundsException] if the [index] is out of bounds of this array.
 */
public expect fun ShortArray.elementAt(index: Int): Short

/**
 * Returns an element at the given [index] or throws an
 * [IndexOutOfBoundsException] if the [index] is out of bounds of this array.
 */
public expect fun IntArray.elementAt(index: Int): Int

/**
 * Returns an element at the given [index] or throws an
 * [IndexOutOfBoundsException] if the [index] is out of bounds of this array.
 */
public expect fun LongArray.elementAt(index: Int): Long

/**
 * Returns an element at the given [index] or throws an
 * [IndexOutOfBoundsException] if the [index] is out of bounds of this array.
 */
public expect fun FloatArray.elementAt(index: Int): Float

/**
 * Returns an element at the given [index] or throws an
 * [IndexOutOfBoundsException] if the [index] is out of bounds of this array.
 */
public expect fun DoubleArray.elementAt(index: Int): Double

/**
 * Returns an element at the given [index] or throws an
 * [IndexOutOfBoundsException] if the [index] is out of bounds of this array.
 */
public expect fun BooleanArray.elementAt(index: Int): Boolean

/**
 * Returns an element at the given [index] or throws an
 * [IndexOutOfBoundsException] if the [index] is out of bounds of this array.
 */
public expect fun CharArray.elementAt(index: Int): Char

/**
 * Returns an element at the given [index] or the result of calling the
 * [defaultValue] function if the [index] is out of bounds of this array.
 */
@kotlin.internal.InlineOnly
public inline fun <T> Array<out T>.elementAtOrElse(index: Int, defaultValue: (Int) -> T): T {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}

/**
 * Returns an element at the given [index] or the result of calling the
 * [defaultValue] function if the [index] is out of bounds of this array.
 */
@kotlin.internal.InlineOnly
public inline fun ByteArray.elementAtOrElse(index: Int, defaultValue: (Int) -> Byte): Byte {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}

/**
 * Returns an element at the given [index] or the result of calling the
 * [defaultValue] function if the [index] is out of bounds of this array.
 */
@kotlin.internal.InlineOnly
public inline fun ShortArray.elementAtOrElse(index: Int, defaultValue: (Int) -> Short): Short {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}

/**
 * Returns an element at the given [index] or the result of calling the
 * [defaultValue] function if the [index] is out of bounds of this array.
 */
@kotlin.internal.InlineOnly
public inline fun IntArray.elementAtOrElse(index: Int, defaultValue: (Int) -> Int): Int {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}

/**
 * Returns an element at the given [index] or the result of calling the
 * [defaultValue] function if the [index] is out of bounds of this array.
 */
@kotlin.internal.InlineOnly
public inline fun LongArray.elementAtOrElse(index: Int, defaultValue: (Int) -> Long): Long {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}

/**
 * Returns an element at the given [index] or the result of calling the
 * [defaultValue] function if the [index] is out of bounds of this array.
 */
@kotlin.internal.InlineOnly
public inline fun FloatArray.elementAtOrElse(index: Int, defaultValue: (Int) -> Float): Float {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}

/**
 * Returns an element at the given [index] or the result of calling the
 * [defaultValue] function if the [index] is out of bounds of this array.
 */
@kotlin.internal.InlineOnly
public inline fun DoubleArray.elementAtOrElse(index: Int, defaultValue: (Int) -> Double): Double {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}

/**
 * Returns an element at the given [index] or the result of calling the
 * [defaultValue] function if the [index] is out of bounds of this array.
 */
@kotlin.internal.InlineOnly
public inline fun BooleanArray.elementAtOrElse(index: Int, defaultValue: (Int) -> Boolean): Boolean {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}

/**
 * Returns an element at the given [index] or the result of calling the
 * [defaultValue] function if the [index] is out of bounds of this array.
 */
@kotlin.internal.InlineOnly
public inline fun CharArray.elementAtOrElse(index: Int, defaultValue: (Int) -> Char): Char {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}
samples.collections.Collections.Elements.elementAtOrElse\n/*!@kotlin.internal.InlineOnly\npublic inline fun LongArray.elementAtOrElse(index: Int, defaultValue: (Int) -> Long): Long { return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)\n}/*!@kotlin.internal.InlineOnly\npublic inline fun FloatArray.elementAtOrElse(index: Int, defaultValue: (Int) -> Float): Float { return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)\n}/*!@kotlin.internal.InlineOnly\npublic inline fun DoubleArray.elementAtOrElse(index: Int, defaultValue: (Int) -> Double): Double { return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)\n}/*!@kotlin.internal.InlineOnly\npublic inline fun BooleanArray.elementAtOrElse(index: Int, defaultValue: (Int) -> Boolean): Boolean { return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)\n}/*!@kotlin.internal.InlineOnly\npublic inline fun CharArray.elementAtOrElse(index: Int, defaultValue: (Int) -> Char): Char { return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)\n}/*!@kotlin.internal.InlineOnly\npublic inline fun <T> Array<out T>..elementAtOrNull(index: Int): T? { return this.getOrNull(index)\n}/*!@kotlin.internal.InlineOnly\npublic inline fun ByteArray.elementAtOrNull(index: Int): Byte? { return this.getOrNull(index)\n}/*!@kotlin.internal.InlineOnly\npublic inline fun ShortArray.elementAtOrNull(index: Int): Short? { return this.getOrNull(index)\n}/*!@kotlin.internal.InlineOnly\npublic inline funIntArray.elementAtOrNull(index: Int): Int? { return this.getOrNull(index)\n}/*!@kotlin.internal.InlineOnly\npublic inline fun LongArray.elementAtOrNull(index: Int): Long? { return this.getOrNull(index)\n}/*!@kotlin.internal.InlineOnly\npublic inline fun FloatArray.elementAtOrNull(index: Int): Float? { return this.getOrNull(index)\n}/*!@kotlin.internal.InlineOnly\npublic inline fun DoubleArray.elementAtOrNull(index: Int): Double? { return this.getOrNull(index)\n}/*!@kotlin.internal.InlineOnly\npublic inline fun BooleanArray.elementAtOrNull(index: Int): Boolean? { return this.getOrNull(index)\n}/*!@kotlin.internal.InlineOnly\npublic inline fun CharArray.elementAtOrNull(index: Int): Char? { return this.getOrNull(index)\n}/*!@kotlin.internal.InlineOnly\npublic inline fun <T> Array<out T>.find(predicate: (T) -> Boolean): T? { return find { if
return firstOrNull(predicate); // Returns the first element matching the given [predicate], or `null` if no such element was found.

/**
 * Returns the first element matching the given [predicate], or `null` if no such element was found.
 */
@kotlin.internal.InlineOnly
public inline fun ByteArray.firstOrNull(predicate: (Byte) -> Boolean): Byte? {
    return firstOrNull(predicate)
}

/**
 * Returns the first element matching the given [predicate], or `null` if no such element was found.
 */
@kotlin.internal.InlineOnly
public inline fun ShortArray.firstOrNull(predicate: (Short) -> Boolean): Short? {
    return firstOrNull(predicate)
}

/**
 * Returns the first element matching the given [predicate], or `null` if no such element was found.
 */
@kotlin.internal.InlineOnly
public inline fun IntArray.firstOrNull(predicate: (Int) -> Boolean): Int? {
    return firstOrNull(predicate)
}

/**
 * Returns the first element matching the given [predicate], or `null` if no such element was found.
 */
@kotlin.internal.InlineOnly
public inline fun LongArray.firstOrNull(predicate: (Long) -> Boolean): Long? {
    return firstOrNull(predicate)
}

/**
 * Returns the first element matching the given [predicate], or `null` if no such element was found.
 */
@kotlin.internal.InlineOnly
public inline fun FloatArray.firstOrNull(predicate: (Float) -> Boolean): Float? {
    return firstOrNull(predicate)
}

/**
 * Returns the first element matching the given [predicate], or `null` if no such element was found.
 */
@kotlin.internal.InlineOnly
public inline fun DoubleArray.firstOrNull(predicate: (Double) -> Boolean): Double? {
    return firstOrNull(predicate)
}

/**
 * Returns the first element matching the given [predicate], or `null` if no such element was found.
 */
@kotlin.internal.InlineOnly
public inline fun BooleanArray.firstOrNull(predicate: (Boolean) -> Boolean): Boolean? {
    return firstOrNull(predicate)
}

/**
 * Returns the first element matching the given [predicate], or `null` if no such element was found.
 */
@kotlin.internal.InlineOnly
public inline fun CharArray.firstOrNull(predicate: (Char) -> Boolean): Char? {
    return firstOrNull(predicate)
}

/**
 * Returns the last element matching the given [predicate], or `null` if no such element was found.
 */
@kotlin.internal.InlineOnly
public inline fun ByteArray.findLast(predicate: (Byte) -> Boolean): Byte? {
    return lastOrNull(predicate)
}

/**
 * Returns the last element matching the given [predicate], or `null` if no such element was found.
 */
@kotlin.internal.InlineOnly
public inline fun ShortArray.findLast(predicate: (Short) -> Boolean): Short? {
    return lastOrNull(predicate)
}

/**
 * Returns the last element matching the given [predicate], or `null` if no such element was found.
 */
@kotlin.internal.InlineOnly
public inline fun IntArray.findLast(predicate: (Int) -> Boolean): Int? {
    return lastOrNull(predicate)
}

/**
 * Returns the last element matching the given [predicate], or `null` if no such element was found.
 */
@kotlin.internal.InlineOnly
public inline fun LongArray.findLast(predicate: (Long) -> Boolean): Long? {
    return lastOrNull(predicate)
}

/**
 * Returns the last element matching the given [predicate], or `null` if no such element was found.
 */
@kotlin.internal.InlineOnly
public inline fun FloatArray.findLast(predicate: (Float) -> Boolean): Float? {
    return lastOrNull(predicate)
}

/**
 * Returns the last element matching the given [predicate], or `null` if no such element was found.
 */
@kotlin.internal.InlineOnly
public inline fun DoubleArray.findLast(predicate: (Double) -> Boolean): Double? {
    return lastOrNull(predicate)
}

/**
 * Returns the last element matching the given [predicate], or `null` if no such element was found.
 */
@kotlin.internal.InlineOnly
public inline fun BooleanArray.findLast(predicate: (Boolean) -> Boolean): Boolean? {
    return lastOrNull(predicate)
}

/**
 * Returns the last element matching the given [predicate], or `null` if no such element was found.
 */
@kotlin.internal.InlineOnly
public inline fun CharArray.findLast(predicate: (Char) -> Boolean): Char? {
    return lastOrNull(predicate)
}
Int? { return if (isEmpty()) null else this[0] } * Returns the first element, or 'null' if the array is empty.

Long? { return if (isEmpty()) null else this[0] } * Returns the first element, or 'null' if the array is empty.

Double? { return if (isEmpty()) null else this[0] } * Returns the first element, or 'null' if the array is empty.

BooleanArray.firstOrNull(): Boolean? { return if (isEmpty()) null else this[0] } * Returns the first element, or 'null' if the array is empty.

CharArray.firstOrNull(): Char? { return if (isEmpty()) null else this[0] } * Returns the first element matching the given [predicate], or 'null' if element was not found.

ByteArray.firstOrNull(predicate: (Byte) -> Boolean): Byte? { return if (isEmpty()) null else this[0] } * Returns the first element matching the given [predicate], or 'null' if element was not found.

ShortArray.firstOrNull(predicate: (Short) -> Boolean): Short? { return if (isEmpty()) null else this[0] } * Returns the first element matching the given [predicate], or 'null' if element was not found.

IntArray.firstOrNull(predicate: (Int) -> Boolean): Int? { return if (isEmpty()) null else this[0] } * Returns the first element matching the given [predicate], or 'null' if element was not found.

LongArray.firstOrNull(predicate: (Long) -> Boolean): Long? { return if (isEmpty()) null else this[0] } * Returns the first element matching the given [predicate], or 'null' if element was not found.

FloatArray.firstOrNull(predicate: (Float) -> Boolean): Float? { return if (isEmpty()) null else this[0] } * Returns the first element matching the given [predicate], or 'null' if element was not found.

DoubleArray.firstOrNull(predicate: (Double) -> Boolean): Double? { return if (isEmpty()) null else this[0] } * Returns the first element matching the given [predicate], or 'null' if element was not found.

CharArray.firstOrNull(predicate: (Char) -> Boolean): Char? { return if (isEmpty()) null else this[0] } * Returns the first element matching the given [predicate], or 'null' if element was not found.

ByteArray.firstOrNull(predicate: (Byte) -> Boolean): Byte? { return if (isEmpty()) null else this[0] } * Returns the first element matching the given [predicate], or 'null' if element was not found.

ShortArray.firstOrNull(predicate: (Short) -> Boolean): Short? { return if (isEmpty()) null else this[0] } * Returns the first element matching the given [predicate], or 'null' if element was not found.

IntArray.firstOrNull(predicate: (Int) -> Boolean): Int? { return if (isEmpty()) null else this[0] } * Returns the first element matching the given [predicate], or 'null' if element was not found.

LongArray.firstOrNull(predicate: (Long) -> Boolean): Long? { return if (isEmpty()) null else this[0] } * Returns the first element matching the given [predicate], or 'null' if element was not found.

ByteArray.firstOrNull(predicate: (Byte) -> Boolean): Byte? { return if (isEmpty()) null else this[0] } * Returns the first element matching the given [predicate], or 'null' if element was not found.

ShortArray.firstOrNull(predicate: (Short) -> Boolean): Short? { return if (isEmpty()) null else this[0] } * Returns the first element matching the given [predicate], or 'null' if element was not found.

IntArray.firstOrNull(predicate: (Int) -> Boolean): Int? { return if (isEmpty()) null else this[0] } * Returns the first element matching the given [predicate], or 'null' if element was not found.

LongArray.firstOrNull(predicate: (Long) -> Boolean): Long? { return if (isEmpty()) null else this[0] } * Returns the first element matching the given [predicate], or 'null' if element was not found.
FloatArray.getOrElse(index: Int, defaultValue: (Int) -> Float): Float {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}

// Array operations

// Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this array.

*ln@kotlin.internal.InlineOnly/public inline fun DoubleArray.getOrElse(index: Int, defaultValue: (Int) -> Double): Double {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}

// Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this array.

*ln@kotlin.internal.InlineOnly/public inline fun BooleanArray.getOrElse(index: Int, defaultValue: (Int) -> Boolean): Boolean {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}

// Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this array.

*ln@kotlin.internal.InlineOnly/public inline fun CharArray.getOrElse(index: Int, defaultValue: (Int) -> Char): Char {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}

// Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this array.

*ln@kotlin.internal.InlineOnly/public inline fun ByteArray.getOrElse(index: Int, defaultValue: (Int) -> Byte): Byte {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}

// Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this array.

*ln@kotlin.internal.InlineOnly/public inline fun ShortArray.getOrElse(index: Int, defaultValue: (Int) -> Short): Short {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}

// Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this array.

*ln@kotlin.internal.InlineOnly/public inline fun IntArray.getOrElse(index: Int, defaultValue: (Int) -> Int): Int {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}

// Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this array.

*ln@kotlin.internal.InlineOnly/public inline fun LongArray.getOrElse(index: Int, defaultValue: (Int) -> Long): Long {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}

// Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this array.

*ln@kotlin.internal.InlineOnly/public inline fun FloatArray.getOrElse(index: Int, defaultValue: (Int) -> Float): Float {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}

// Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this array.

*ln@kotlin.internal.InlineOnly/public inline fun DoubleArray.getOrElse(index: Int, defaultValue: (Int) -> Double): Double {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}

// Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this array.

*ln@kotlin.internal.InlineOnly/public inline fun BooleanArray.getOrElse(index: Int, defaultValue: (Int) -> Boolean): Boolean {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}

// Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this array.

*ln@kotlin.internal.InlineOnly/public inline fun CharArray.getOrElse(index: Int, defaultValue: (Int) -> Char): Char {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}

// Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this array.

*ln@kotlin.internal.InlineOnly/public inline fun ByteArray.getOrElse(index: Int, defaultValue: (Int) -> Byte): Byte {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}

// Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this array.

*ln@kotlin.internal.InlineOnly/public inline fun ShortArray.getOrElse(index: Int, defaultValue: (Int) -> Short): Short {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}

// Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this array.

*ln@kotlin.internal.InlineOnly/public inline fun IntArray.getOrElse(index: Int, defaultValue: (Int) -> Int): Int {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}

// Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this array.

*ln@kotlin.internal.InlineOnly/public inline fun LongArray.getOrElse(index: Int, defaultValue: (Int) -> Long): Long {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}

// Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this array.

*ln@kotlin.internal.InlineOnly/public inline fun FloatArray.getOrElse(index: Int, defaultValue: (Int) -> Float): Float {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}
public fun <T> Array<out T>.indexOfFirst(predicate: (T) -> Boolean): Int {
    for (index in indices) {
        if (predicate(this[index])) {
            return index
        }
    }
    return -1
}

/**
 * Returns index of the first element matching the given [predicate], or -1 if the array does not contain such element.
 */
public fun CharArray.indexOf(element: Char): Int {
    for (index in indices) {
        if (element == this[index]) {
            return index
        }
    }
    return -1
}

/**
 * Returns index of the first element matching the given [predicate], or -1 if the array does not contain such element.
 */
public fun ByteArray.indexOfFirst(predicate: (Byte) -> Boolean): Int {
    for (index in indices) {
        if (predicate(this[index])) {
            return index
        }
    }
    return -1
}

/**
 * Returns index of the first element matching the given [predicate], or -1 if the array does not contain such element.
 */
public fun ShortArray.indexOfFirst(predicate: (Short) -> Boolean): Int {
    for (index in indices) {
        if (predicate(this[index])) {
            return index
        }
    }
    return -1
}

/**
 * Returns index of the first element matching the given [predicate], or -1 if the array does not contain such element.
 */
public fun IntArray.indexOfFirst(predicate: (Int) -> Boolean): Int {
    for (index in indices) {
        if (predicate(this[index])) {
            return index
        }
    }
    return -1
}

/**
 * Returns index of the first element matching the given [predicate], or -1 if the array does not contain such element.
 */
public fun LongArray.indexOfFirst(predicate: (Long) -> Boolean): Int {
    for (index in indices) {
        if (predicate(this[index])) {
            return index
        }
    }
    return -1
}

/**
 * Returns index of the first element matching the given [predicate], or -1 if the array does not contain such element.
 */
public fun FloatArray.indexOfFirst(predicate: (Float) -> Boolean): Int {
    for (index in indices) {
        if (predicate(this[index])) {
            return index
        }
    }
    return -1
}

/**
 * Returns index of the first element matching the given [predicate], or -1 if the array does not contain such element.
 */
public fun DoubleArray.indexOfFirst(predicate: (Double) -> Boolean): Int {
    for (index in indices) {
        if (predicate(this[index])) {
            return index
        }
    }
    return -1
}

/**
 * Returns index of the first element matching the given [predicate], or -1 if the array does not contain such element.
 */
public fun <T> Array<out T>.indexOfLast(predicate: (T) -> Boolean): Int {
    for (index in indices.reversed()) {
        if (predicate(this[index])) {
            return index
        }
    }
    return -1
}

/**
 * Returns index of the first element matching the given [predicate], or -1 if the array does not contain such element.
 */
public fun BooleanArray.indexOfLast(predicate: (Boolean) -> Boolean): Int {
    for (index in indices.reversed()) {
        if (predicate(this[index])) {
            return index
        }
    }
    return -1
}

/**
 * Returns index of the last element matching the given [predicate], or -1 if the array does not contain such element.
 */
public fun CharArray.indexOfLast(element: Char): Int {
    for (index in indices.reversed()) {
        if (element == this[index]) {
            return index
        }
    }
    return -1
}

/**
 * Returns index of the last element matching the given [predicate], or -1 if the array does not contain such element.
 */
public fun ByteArray.indexOfLast(predicate: (Byte) -> Boolean): Int {
    for (index in indices.reversed()) {
        if (predicate(this[index])) {
            return index
        }
    }
    return -1
}

/**
 * Returns index of the last element matching the given [predicate], or -1 if the array does not contain such element.
 */
public fun ShortArray.indexOfLast(predicate: (Short) -> Boolean): Int {
    for (index in indices.reversed()) {
        if (predicate(this[index])) {
            return index
        }
    }
    return -1
}

/**
 * Returns index of the last element matching the given [predicate], or -1 if the array does not contain such element.
 */
public fun IntArray.indexOfLast(predicate: (Int) -> Boolean): Int {
    for (index in indices.reversed()) {
        if (predicate(this[index])) {
            return index
        }
    }
    return -1
}

/**
 * Returns index of the last element matching the given [predicate], or -1 if the array does not contain such element.
 */
public fun LongArray.indexOfLast(predicate: (Long) -> Boolean): Int {
    for (index in indices.reversed()) {
        if (predicate(this[index])) {
            return index
        }
    }
    return -1
}

/**
 * Returns index of the last element matching the given [predicate], or -1 if the array does not contain such element.
 */
public fun FloatArray.indexOfLast(predicate: (Float) -> Boolean): Int {
    for (index in indices.reversed()) {
        if (predicate(this[index])) {
            return index
        }
    }
    return -1
}

/**
 * Returns index of the last element matching the given [predicate], or -1 if the array does not contain such element.
 */
public fun DoubleArray.indexOfLast(predicate: (Double) -> Boolean): Int {
    for (index in indices.reversed()) {
        if (predicate(this[index])) {
            return index
        }
    }
    return -1
}

/**
 * Returns index of the last element matching the given [predicate], or -1 if the array does not contain such element.
 */
public fun <T> Array<out T>.indexOfLast(predicate: (T) -> Boolean): Int {
    for (index in indices.reversed()) {
        if (predicate(this[index])) {
            return index
        }
    }
    return -1
}

/**
 * Returns index of the last element matching the given [predicate], or -1 if the array does not contain such element.
 */
public fun BooleanArray.indexOfLast(predicate: (Boolean) -> Boolean): Int {
    for (index in indices.reversed()) {
        if (predicate(this[index])) {
            return index
        }
    }
    return -1
}

/**
 * Returns index of the last element matching the given [predicate], or -1 if the array does not contain such element.
 */
public fun CharArray.indexOfLast(element: Char): Int {
    for (index in indices.reversed()) {
        if (element == this[index]) {
            return index
        }
    }
    return -1
}

/**
 * Returns first index of [element], or -1 if the array does not contain element.
 */
public fun CharArray.indexOf(element: Char): Int {
    for (index in indices) {
        if (element == this[index]) {
            return index
        }
    }
    return -1
}

/**
 * Returns first index of [element], or -1 if the array does not contain element.
 */
public fun ByteArray.indexOf(element: Boolean): Int {
    for (index in indices) {
        if (element == this[index]) {
            return index
        }
    }
    return -1
}

/**
 * Returns first index of [element], or -1 if the array does not contain element.
 */
public fun ShortArray.indexOf(element: Boolean): Int {
    for (index in indices) {
        if (element == this[index]) {
            return index
        }
    }
    return -1
}

/**
 * Returns first index of [element], or -1 if the array does not contain element.
 */
public fun IntArray.indexOf(element: Int): Int {
    for (index in indices) {
        if (element == this[index]) {
            return index
        }
    }
    return -1
}

/**
 * Returns first index of [element], or -1 if the array does not contain element.
 */
public fun LongArray.indexOf(element: Long): Int {
    for (index in indices) {
        if (element == this[index]) {
            return index
        }
    }
    return -1
}

/**
 * Returns first index of [element], or -1 if the array does not contain element.
 */
public fun FloatArray.indexOf(element: Float): Int {
    for (index in indices) {
        if (element == this[index]) {
            return index
        }
    }
    return -1
}

/**
 * Returns first index of [element], or -1 if the array does not contain element.
 */
public fun DoubleArray.indexOf(element: Double): Int {
    for (index in indices) {
        if (element == this[index]) {
            return index
        }
    }
    return -1
}

/**
 * Returns first index of [element], or -1 if the array does not contain element.
 */
public fun <T> Array<out T>.indexOf(element: T): Int {
    for (index in indices) {
        if (element == this[index]) {
            return index
        }
    }
    return -1
}

/**
 * Returns first index of [element], or -1 if the array does not contain element.
 */
public fun BooleanArray.indexOf(element: Boolean): Int {
    for (index in indices) {
        if (element == this[index]) {
            return index
        }
    }
    return -1
}

/**
 * Returns first index of [element], or -1 if the array does not contain element.
 */
public fun CharArray.indexOf(element: Char): Int {
    for (index in indices) {
        if (element == this[index]) {
            return index
        }
    }
    return -1
}

/**
 * Returns first index of [element], or -1 if the array does not contain element.
 */
public fun ByteArray.indexOf(element: Byte): Int {
    for (index in indices) {
        if (element == this[index]) {
            return index
        }
    }
    return -1
}

/**
 * Returns first index of [element], or -1 if the array does not contain element.
 */
public fun ShortArray.indexOf(element: Short): Int {
    for (index in indices) {
        if (element == this[index]) {
            return index
        }
    }
    return -1
}

/**
 * Returns first index of [element], or -1 if the array does not contain element.
 */
public fun IntArray.indexOf(element: Int): Int {
    for (index in indices) {
        if (element == this[index]) {
            return index
        }
    }
    return -1
}

/**
 * Returns first index of [element], or -1 if the array does not contain element.
 */
public fun LongArray.indexOf(element: Long): Int {
    for (index in indices) {
        if (element == this[index]) {
            return index
        }
    }
    return -1
}}
FloatArray.indexOfLast(predicate: (Float) -> Boolean): Int {
    for (index in indices.reversed()) {
        if (predicate(this[index])) {
            return index
        }
    }
    return -1
}

/**
 * Returns index of the last element matching the given [predicate], or -1 if the array does not contain such element.
 */
public inline fun DoubleArray.indexOfLast(predicate: (Double) -> Boolean): Int {
    for (index in indices.reversed()) {
        if (predicate(this[index])) {
            return index
        }
    }
    return -1
}

/**
 * Returns index of the last element matching the given [predicate], or -1 if the array does not contain such element.
 */
public inline fun BooleanArray.indexOfLast(predicate: (Boolean) -> Boolean): Int {
    for (index in indices.reversed()) {
        if (predicate(this[index])) {
            return index
        }
    }
    return -1
}

/**
 * Returns index of the last element matching the given [predicate], or -1 if the array does not contain such element.
 */
public inline fun CharArray.indexOfLast(predicate: (Char) -> Boolean): Int {
    for (index in indices.reversed()) {
        if (predicate(this[index])) {
            return index
        }
    }
    return -1
}

/**
 * Returns the last element.
 * @throws [NoSuchElementException] if the array is empty.
 */
public fun <T> Array<out T>.last(): T {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return this[lastIndex]
}

/**
 * Returns the last element.
 * @throws [NoSuchElementException] if the array is empty.
 */
public fun ByteArray.last(): Byte {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return this[lastIndex]
}

/**
 * Returns the last element.
 * @throws [NoSuchElementException] if the array is empty.
 */
public fun ShortArray.last(): Short {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return this[lastIndex]
}

/**
 * Returns the last element.
 * @throws [NoSuchElementException] if the array is empty.
 */
public fun IntArray.last(): Int {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return this[lastIndex]
}

/**
 * Returns the last element.
 * @throws [NoSuchElementException] if the array is empty.
 */
public fun LongArray.last(): Long {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return this[lastIndex]
}

/**
 * Returns the last element.
 * @throws [NoSuchElementException] if the array is empty.
 */
public fun FloatArray.last(): Float {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return this[lastIndex]
}

/**
 * Returns the last element.
 * @throws [NoSuchElementException] if the array is empty.
 */
public fun DoubleArray.last(): Double {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return this[lastIndex]
}

/**
 * Returns the last element.
 * @throws [NoSuchElementException] if no such element is found.
 */
public inline fun ByteArray.last(predicate: (Byte) -> Boolean): Byte {
    for (index in indices.reversed()) {
        val element = this[index]
        if (predicate(element))
            return element
    }
    throw NoSuchElementException("Array contains no element matching the predicate.")
}

/**
 * Returns the last element.
 * @throws [NoSuchElementException] if no such element is found.
 */
public inline fun ShortArray.last(predicate: (Short) -> Boolean): Short {
    for (index in indices.reversed()) {
        val element = this[index]
        if (predicate(element))
            return element
    }
    throw NoSuchElementException("Array contains no element matching the predicate.")
}

/**
 * Returns the last element.
 * @throws [NoSuchElementException] if no such element is found.
 */
public inline fun IntArray.last(predicate: (Int) -> Boolean): Int {
    for (index in indices.reversed()) {
        val element = this[index]
        if (predicate(element))
            return element
    }
    throw NoSuchElementException("Array contains no element matching the predicate.")
}

/**
 * Returns the last element.
 * @throws [NoSuchElementException] if no such element is found.
 */
public inline fun LongArray.last(predicate: (Long) -> Boolean): Long {
    for (index in indices.reversed()) {
        val element = this[index]
        if (predicate(element))
            return element
    }
    throw NoSuchElementException("Array contains no element matching the predicate.")
}
/**
 * Returns the last element, or `null` if the array is empty.
 */
public fun IntArray.lastOrNull(): Int? {
    return if (isEmpty()) null else this[size - 1]
}

/**
 * Returns the last element, or `null` if the array is empty.
 */
public fun LongArray.lastOrNull(): Long? {
    return if (isEmpty()) null else this[size - 1]
}

/**
 * Returns the last element, or `null` if the array is empty.
 */
public fun FloatArray.lastOrNull(): Float? {
    return if (isEmpty()) null else this[size - 1]
}

/**
 * Returns the last element, or `null` if the array is empty.
 */
public fun DoubleArray.lastOrNull(): Double? {
    return if (isEmpty()) null else this[size - 1]
}

/**
 * Returns the last element, or `null` if the array is empty.
 */
public fun BooleanArray.lastOrNull(): Boolean? {
    return if (isEmpty()) null else this[size - 1]
}

/**
 * Returns the last element, or `null` if the array is empty.
 */
public fun CharArray.lastOrNull(): Char? {
    return if (isEmpty()) null else this[size - 1]
}

/**
 * Returns the last element matching the given [predicate], or `null` if no such element was found.
 */
public inline fun <T> Array<out T>.lastOrNull(predicate: (T) -> Boolean): T? {
    for (index in this.indices.reversed()) {
        val element = this[index]
        if (predicate(element)) return element
    }
    return null
}

/**
 * Returns the last element matching the given [predicate], or `null` if no such element was found.
 */
public inline fun ByteArray.lastOrNull(predicate: (Byte) -> Boolean): Byte? {
    for (index in this.indices.reversed()) {
        val element = this[index]
        if (predicate(element)) return element
    }
    return null
}

/**
 * Returns the last element matching the given [predicate], or `null` if no such element was found.
 */
public inline fun ShortArray.lastOrNull(predicate: (Short) -> Boolean): Short? {
    for (index in this.indices.reversed()) {
        val element = this[index]
        if (predicate(element)) return element
    }
    return null
}

/**
 * Returns the last element matching the given [predicate], or `null` if no such element was found.
 */
public inline fun IntArray.lastOrNull(predicate: (Int) -> Boolean): Int? {
    for (index in this.indices.reversed()) {
        val element = this[index]
        if (predicate(element)) return element
    }
    return null
}

/**
 * Returns the last element matching the given [predicate], or `null` if no such element was found.
 */
public inline fun LongArray.lastOrNull(predicate: (Long) -> Boolean): Long? {
    for (index in this.indices.reversed()) {
        val element = this[index]
        if (predicate(element)) return element
    }
    return null
}

/**
 * Returns the last element matching the given [predicate], or `null` if no such element was found.
 */
public inline fun FloatArray.lastOrNull(predicate: (Float) -> Boolean): Float? {
    for (index in this.indices.reversed()) {
        val element = this[index]
        if (predicate(element)) return element
    }
    return null
}

/**
 * Returns the last element matching the given [predicate], or `null` if no such element was found.
 */
public inline fun DoubleArray.lastOrNull(predicate: (Double) -> Boolean): Double? {
    for (index in this.indices.reversed()) {
        val element = this[index]
        if (predicate(element)) return element
    }
    return null
}

/**
 * Returns the last element matching the given [predicate], or `null` if no such element was found.
 */
public inline fun BooleanArray.lastOrNull(predicate: (Boolean) -> Boolean): Boolean? {
    for (index in this.indices.reversed()) {
        val element = this[index]
        if (predicate(element)) return element
    }
    return null
}

/**
 * Returns the last element matching the given [predicate], or `null` if no such element was found.
 */
public inline fun CharArray.lastOrNull(predicate: (Char) -> Boolean): Char? {
    for (index in this.indices.reversed()) {
        val element = this[index]
        if (predicate(element)) return element
    }
    return null
}

/**
 * Returns a random element from this array.
 * 
 * @throws NoSuchElementException if this array is empty.
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline fun <T> Array<out T>.random(): T {
    return random(Random)
}

/**
 * Returns a random element from this array.
 * 
 * @throws NoSuchElementException if this array is empty.
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline fun ByteArray.random(): Byte {
    return random(Random)
}

/**
 * Returns a random element from this array.
 * 
 * @throws NoSuchElementException if this array is empty.
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline fun ShortArray.random(): Short {
    return random(Random)
}

/**
 * Returns a random element from this array.
 * 
 * @throws NoSuchElementException if this array is empty.
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline fun IntArray.random(): Int {
    return random(Random)
}

/**
 * Returns a random element from this array.
 * 
 * @throws NoSuchElementException if this array is empty.
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline fun LongArray.random(): Long {
    return random(Random)
}
random(Random)\n}\n\n/**\n * Returns a random element from this array.
 * @throws NoSuchElementException if this array is empty.
 */
public fun FloatArray.random(): Float {
    return random(Random)
}

/**\n * Returns a random element from this array using the specified source of randomness.
 * @throws NoSuchElementException if this array is empty.
 */
public fun DoubleArray.random(): Double {
    return random(Random)
}

/**\n * Returns a random element from this array using the specified source of randomness.
 * @throws NoSuchElementException if this array is empty.
 */
public fun BooleanArray.random(): Boolean {
    return random(Random)
}

/**\n * Returns a random element from this array using the specified source of randomness.
 * @throws NoSuchElementException if this array is empty.
 */
public fun CharArray.random(): Char {
    return random(Random)
}

/**\n * Returns a random element from this array using the specified source of randomness.
 * @throws NoSuchElementException if this array is empty.
 */
public fun ByteArray.random(random: Random): Byte {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return get(random.nextInt(size))
}

/**\n * Returns a random element from this array using the specified source of randomness.
 * @throws NoSuchElementException if this array is empty.
 */
public fun ShortArray.random(random: Random): Short {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return get(random.nextInt(size))
}

/**\n * Returns a random element from this array using the specified source of randomness.
 * @throws NoSuchElementException if this array is empty.
 */
public fun IntArray.random(random: Random): Int {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return get(random.nextInt(size))
}

/**\n * Returns a random element from this array using the specified source of randomness.
 * @throws NoSuchElementException if this array is empty.
 */
public fun LongArray.random(random: Random): Long {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return get(random.nextInt(size))
}

/**\n * Returns a random element from this array using the specified source of randomness.
 * @throws NoSuchElementException if this array is empty.
 */
public fun FloatArray.random(random: Random): Float {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return get(random.nextInt(size))
}

/**\n * Returns a random element from this array using the specified source of randomness.
 * @throws NoSuchElementException if this array is empty.
 */
public fun DoubleArray.random(): Double {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return get(random.nextInt(size))
}

/**\n * Returns a random element from this array using the specified source of randomness.
 * @throws NoSuchElementException if this array is empty.
 */
public fun BooleanArray.random(random: Random): Boolean {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return get(random.nextInt(size))
}

/**\n * Returns a random element from this array using the specified source of randomness.
 * @throws NoSuchElementException if this array is empty.
 */
public fun CharArray.random(): Char {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return get(random.nextInt(size))
}

/**\n * Returns the single element, or throws an exception if
 * the array is empty or has more than one element.
 */
public fun <T> Array<out T>.single(): T {
    return when (size) {
        0 -> throw NoSuchElementException("Array is empty.")
        1 -> this[0]
        else -> throw IllegalArgumentException("Array has more than one element.")
    }
}

/**\n * Returns the single element, or throws an exception if
 * the array is empty or has more than one element.
 */
public fun ByteArray.single(): Byte {
    return when (size) {
        0 -> throw NoSuchElementException("Array is empty.")
        1 -> this[0]
        else -> throw IllegalArgumentException("Array has more than one element.")
    }
}

/**\n * Returns the single element, or throws an exception if
 * the array is empty or has more than one element.
 */
public fun ShortArray.single(): Short {
    return when (size) {
        0 -> throw NoSuchElementException("Array is empty.")
        1 -> this[0]
        else -> throw IllegalArgumentException("Array has more than one element.")
    }
}

/**\n * Returns the single element, or throws an exception if
 * the array is empty or has more than one element.
 */
public fun IntArray.single(): Int {
    return when (size) {
        0 -> throw NoSuchElementException("Array is empty.")
        1 -> this[0]
        else -> throw IllegalArgumentException("Array has more than one element.")
    }
}

/**\n * Returns the single element, or throws an exception if
 * the array is empty or has more than one element.
 */
public fun LongArray.single(): Long {
    return when (size) {
        0 -> throw NoSuchElementException("Array is empty.")
        1 -> this[0]
        else -> throw IllegalArgumentException("Array has more than one element.")
    }
}

/**\n * Returns the single element, or throws an exception if
 * the array is empty or has more than one element.
 */
public fun FloatArray.single(): Float {
    return when (size) {
        0 -> throw NoSuchElementException("Array is empty.")
        1 -> this[0]
        else -> throw IllegalArgumentException("Array has more than one element.")
    }
}

/**\n * Returns the single element, or throws an exception if
 * the array is empty or has more than one element.
 */
public fun DoubleArray.single(): Double {
    return when (size) {
        0 -> throw NoSuchElementException("Array is empty.")
        1 -> this[0]
        else -> throw IllegalArgumentException("Array has more than one element.")
    }
}

/**\n * Returns the single element, or throws an exception if
 * the array is empty or has more than one element.
 */
public fun BooleanArray.single(): Boolean {
    return when (size) {
        0 -> throw NoSuchElementException("Array is empty.")
        1 -> this[0]
        else -> throw IllegalArgumentException("Array has more than one element.")
    }
}

/**\n * Returns the single element, or throws an exception if
 * the array is empty or has more than one element.
 */
public fun CharArray.single(): Char {
    return when (size) {
        0 -> throw NoSuchElementException("Array is empty.")
        1 -> this[0]
        else -> throw IllegalArgumentException("Array has more than one element.")
    }
}
single element, or throws an exception if the array is empty or has more than one element.

```kotlin
public fun ShortArray.single(): Short {
    return when (size) {
        0 -> throw NoSuchElementException("Array is empty.")
        1 -> this[0]
        else -> throw IllegalArgumentException("Array has more than one element.")
    }
}

/**
 * Returns the single element, or throws an exception if the array is empty or has more than one element.
 */
public fun IntArray.single(): Int {
    return when (size) {
        0 -> throw NoSuchElementException("Array is empty.")
        1 -> this[0]
        else -> throw IllegalArgumentException("Array has more than one element.")
    }
}

/**
 * Returns the single element, or throws an exception if the array is empty or has more than one element.
 */
public fun LongArray.single(): Long {
    return when (size) {
        0 -> throw NoSuchElementException("Array is empty.")
        1 -> this[0]
        else -> throw IllegalArgumentException("Array has more than one element.")
    }
}

/**
 * Returns the single element, or throws an exception if the array is empty or has more than one element.
 */
public fun FloatArray.single(): Float {
    return when (size) {
        0 -> throw NoSuchElementException("Array is empty.")
        1 -> this[0]
        else -> throw IllegalArgumentException("Array has more than one element.")
    }
}

/**
 * Returns the single element, or throws an exception if the array is empty or has more than one element.
 */
public fun DoubleArray.single(): Double {
    return when (size) {
        0 -> throw NoSuchElementException("Array is empty.")
        1 -> this[0]
        else -> throw IllegalArgumentException("Array has more than one element.")
    }
}

/**
 * Returns the single element, or throws an exception if the array is empty or has more than one element.
 */
public fun BooleanArray.single(): Boolean {
    return when (size) {
        0 -> throw NoSuchElementException("Array is empty.")
        1 -> this[0]
        else -> throw IllegalArgumentException("Array has more than one element.")
    }
}

/**
 * Returns the single element, or throws an exception if the array is empty or has more than one element.
 */
public fun CharArray.single(): Char {
    return when (size) {
        0 -> throw NoSuchElementException("Array is empty.")
        1 -> this[0]
        else -> throw IllegalArgumentException("Array has more than one element.")
    }
}
```

```kotlin
/**
 * Returns the single element matching the given [predicate], or throws exception if there is no or more than one matching element.
 */
public inline fun <T> Array<out T>.single(predicate: (T) -> Boolean): T {
    var single: T? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) throw IllegalArgumentException("Array contains more than one matching element.")
            single = element
            found = true
        }
    }
    if (!found) throw NoSuchElementException("Array contains no element matching the predicate.")
    @Suppress("UNCHECKED_CAST")
    return single as T
}
```

```kotlin
/**
 * Returns the single element matching the given [predicate], or throws exception if there is no or more than one matching element.
 */
public inline fun ByteArray.single(predicate: (Byte) -> Boolean): Byte {
    var single: Byte? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) throw IllegalArgumentException("Array contains more than one matching element.")
            single = element
            found = true
        }
    }
    if (!found) throw NoSuchElementException("Array contains no element matching the predicate.")
    @Suppress("UNCHECKED_CAST")
    return single as Byte
}
```

```kotlin
/**
 * Returns the single element matching the given [predicate], or throws exception if there is no or more than one matching element.
 */
public inline fun ShortArray.single(predicate: (Short) -> Boolean): Short {
    var single: Short? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) throw IllegalArgumentException("Array contains more than one matching element.")
            single = element
            found = true
        }
    }
    if (!found) throw NoSuchElementException("Array contains no element matching the predicate.")
    @Suppress("UNCHECKED_CAST")
    return single as Short
}
```

```kotlin
/**
 * Returns the single element matching the given [predicate], or throws exception if there is no or more than one matching element.
 */
public inline fun IntArray.single(predicate: (Int) -> Boolean): Int {
    var single: Int? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) throw IllegalArgumentException("Array contains more than one matching element.")
            single = element
            found = true
        }
    }
    if (!found) throw NoSuchElementException("Array contains no element matching the predicate.")
    @Suppress("UNCHECKED_CAST")
    return single as Int
}
```
public inline fun LongArray.single(predicate: (Long) -> Boolean): Long {
    var single: Long? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) throw IllegalArgumentException("Array contains more than one matching element.")
            single = element
            found = true
        }
    }
    if (!found) throw NoSuchElementException("Array contains no element matching the predicate.")
    @Suppress("UNCHECKED_CAST")
    return single as Long
}

/**
 * Returns the single element matching the given [predicate], or throws exception if there is no or more than one matching element.
 */
public inline fun FloatArray.single(predicate: (Float) -> Boolean): Float {
    var single: Float? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) throw IllegalArgumentException("Array contains more than one matching element.")
            single = element
            found = true
        }
    }
    if (!found) throw NoSuchElementException("Array contains no element matching the predicate.")
    @Suppress("UNCHECKED_CAST")
    return single as Float
}

/**
 * Returns the single element matching the given [predicate], or throws exception if there is no or more than one matching element.
 */
public inline fun DoubleArray.single(predicate: (Double) -> Boolean): Double {
    var single: Double? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) throw IllegalArgumentException("Array contains more than one matching element.")
            single = element
            found = true
        }
    }
    if (!found) throw NoSuchElementException("Array contains no element matching the predicate.")
    @Suppress("UNCHECKED_CAST")
    return single as Double
}

/**
 * Returns the single element matching the given [predicate], or throws exception if there is no or more than one matching element.
 */
public inline fun BooleanArray.single(predicate: (Boolean) -> Boolean): Boolean {
    var single: Boolean? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) throw IllegalArgumentException("Array contains more than one matching element.")
            single = element
            found = true
        }
    }
    if (!found) throw NoSuchElementException("Array contains no element matching the predicate.")
    @Suppress("UNCHECKED_CAST")
    return single as Boolean
}

/**
 * Returns the single element matching the given [predicate], or throws exception if there is no or more than one matching element.
 */
public inline fun CharArray.single(predicate: (Char) -> Boolean): Char {
    var single: Char? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) throw IllegalArgumentException("Array contains more than one matching element.")
            single = element
            found = true
        }
    }
    if (!found) throw NoSuchElementException("Array contains no element matching the predicate.")
    @Suppress("UNCHECKED_CAST")
    return single as Char
}

/**
 * Returns the single element matching the given [predicate], or throws exception if there is no or more than one matching element.
 */
public inline fun <T> Array<out T>.singleOrNull(): T? {
    return if (size == 1) this[0] else null
}

/**
 * Returns the single element matching the given [predicate], or throws exception if there is no or more than one matching element.
 */
public fun ByteArray.singleOrNull(): Byte? {
    return if (size == 1) this[0] else null
}

/**
 * Returns the single element matching the given [predicate], or throws exception if there is no or more than one matching element.
 */
public fun ShortArray.singleOrNull(): Short? {
    return if (size == 1) this[0] else null
}

/**
 * Returns the single element matching the given [predicate], or throws exception if there is no or more than one matching element.
 */
public fun IntArray.singleOrNull(): Int? {
    return if (size == 1) this[0] else null
}

/**
 * Returns the single element matching the given [predicate], or throws exception if there is no or more than one matching element.
 */
public fun LongArray.singleOrNull(): Long? {
    return if (size == 1) this[0] else null
}

/**
 * Returns the single element matching the given [predicate], or throws exception if there is no or more than one matching element.
 */
public fun FloatArray.singleOrNull(): Float? {
    return if (size == 1) this[0] else null
}

/**
 * Returns the single element matching the given [predicate], or throws exception if there is no or more than one matching element.
 */
public fun DoubleArray.singleOrNull(): Double? {
    return if (size == 1) this[0] else null
}

/**
 * Returns the single element matching the given [predicate], or throws exception if there is no or more than one matching element.
 */
public fun BooleanArray.singleOrNull(): Boolean? {
    return if (size == 1) this[0] else null
}

/**
 * Returns the single element matching the given [predicate], or throws exception if there is no or more than one matching element.
 */
public fun CharArray.singleOrNull(): Char? {
    return if (size == 1) this[0] else null
}
if (!found) return null
    return single
}

/**
 * Returns the single element matching the given [predicate], or `null` if element was not found or more than one element was found.
 */
public inline fun ByteArray.singleOrNull(predicate: (Byte) -> Boolean): Byte? {
    var single: Byte? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) return null
            single = element
            found = true
        }
    }
    if (!found) return null
    return single
}

/**
 * Returns the single element matching the given [predicate], or `null` if element was not found or more than one element was found.
 */
public inline fun ShortArray.singleOrNull(predicate: (Short) -> Boolean): Short? {
    var single: Short? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) return null
            single = element
            found = true
        }
    }
    if (!found) return null
    return single
}

/**
 * Returns the single element matching the given [predicate], or `null` if element was not found or more than one element was found.
 */
public inline fun IntArray.singleOrNull(predicate: (Int) -> Boolean): Int? {
    var single: Int? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) return null
            single = element
            found = true
        }
    }
    if (!found) return null
    return single
}

/**
 * Returns the single element matching the given [predicate], or `null` if element was not found or more than one element was found.
 */
public inline fun LongArray.singleOrNull(predicate: (Long) -> Boolean): Long? {
    var single: Long? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) return null
            single = element
            found = true
        }
    }
    if (!found) return null
    return single
}

/**
 * Returns the single element matching the given [predicate], or `null` if element was not found or more than one element was found.
 */
public inline fun FloatArray.singleOrNull(predicate: (Float) -> Boolean): Float? {
    var single: Float? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) return null
            single = element
            found = true
        }
    }
    if (!found) return null
    return single
}

/**
 * Returns the single element matching the given [predicate], or `null` if element was not found or more than one element was found.
 */
public inline fun DoubleArray.singleOrNull(predicate: (Double) -> Boolean): Double? {
    var single: Double? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) return null
            single = element
            found = true
        }
    }
    if (!found) return null
    return single
}

/**
 * Returns the single element matching the given [predicate], or `null` if element was not found or more than one element was found.
 */
public inline fun BooleanArray.singleOrNull(predicate: (Boolean) -> Boolean): Boolean? {
    var single: Boolean? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) return null
            single = element
            found = true
        }
    }
    if (!found) return null
    return single
}

/**
 * Returns a list containing all elements except first [n] elements.
 * 
 * @throws IllegalArgumentException if [n] is negative.
 * 
 * @sample samples.collections.Collections.Transformations.drop
 */
public fun <T> Array<out T>.drop(n: Int): List<T> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return takeLast((size - n).coerceAtLeast(0))
}

/**
 * Returns a list containing all elements except first [n] elements.
 * 
 * @throws IllegalArgumentException if [n] is negative.
 * 
 * @sample samples.collections.Collections.Transformations.drop
 */
public fun ByteArray.drop(n: Int): List<Byte> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return takeLast((size - n).coerceAtLeast(0))
}

/**
 * Returns a list containing all elements except first [n] elements.
 * 
 * @throws IllegalArgumentException if [n] is negative.
 * 
 * @sample samples.collections.Collections.Transformations.drop
 */
public fun ShortArray.drop(n: Int): List<Short> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return takeLast((size - n).coerceAtLeast(0))
}

/**
 * Returns a list containing all elements except first [n] elements.
 * 
 * @throws IllegalArgumentException if [n] is negative.
 * 
 * @sample samples.collections.Collections.Transformations.drop
 */
public fun IntArray.drop(n: Int): List<Int> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return takeLast((size - n).coerceAtLeast(0))
}

/**
 * Returns a list containing all elements except first [n] elements.
 * 
 * @throws IllegalArgumentException if [n] is negative.
 * 
 * @sample samples.collections.Collections.Transformations.drop
 */
public fun LongArray.drop(n: Int): List<Long> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return takeLast((size - n).coerceAtLeast(0))
}

/**
 * Returns a list containing all elements except first [n] elements.
 * 
 * @throws IllegalArgumentException if [n] is negative.
 * 
 * @sample samples.collections.Collections.Transformations.drop
 */
public fun FloatArray.drop(n: Int): List<Float> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return takeLast((size - n).coerceAtLeast(0))
}

/**
 * Returns a list containing all elements except first [n] elements.
 * 
 * @throws IllegalArgumentException if [n] is negative.
 * 
 * @sample samples.collections.Collections.Transformations.drop
 */
public fun DoubleArray.drop(n: Int): List<Double> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return takeLast((size - n).coerceAtLeast(0))
}

/**
 * Returns a list containing all elements except first [n] elements.
 * 
 * @throws IllegalArgumentException if [n] is negative.
 * 
 * @sample samples.collections.Collections.Transformations.drop
 */
public fun BooleanArray.drop(n: Int): List<Boolean> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return takeLast((size - n).coerceAtLeast(0))
}
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samples.collections.Collections.Transformations.drop\n*/\n@sample
samples.Collections.Transformations.drop(n: Int): List<Double> {
    return take(size - n).coerceAtLeast(0)) 
} */
public fun DoubleArray.dropLast(n: Int): List<Double> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return take((size - n).coerceAtLeast(0)) 
} */

/*
 * Returns a list containing all elements except last [n] elements.
 * 
 * @throws IllegalArgumentException if [n] is negative.
 * 
 * @sample samples.Collections.Transformations.
 */
public fun BooleanArray.dropLast(n: Int): List<Boolean> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return take((size - n).coerceAtLeast(0)) 
} */

/*
 * Returns a list containing all elements except last [n] elements that satisfy the given
 * predicate.
 * 
 * @sample samples.Collections.Transformations.
 */
public inline fun <T> Array<out T>.dropLastWhile(predicate: (T) -> Boolean): List<T> {
    for (index in lastIndex downTo 0) {
        if (!predicate(this[index])) {
            return take(index + 1)
        }
    }
    return emptyList()
}

/*
 * Returns a list containing all elements except first elements that satisfy the given
 * predicate.
 * 
 * @sample samples.Collections.Transformations.
 */
public inline fun BooleanArray.dropFirstWhile(predicate: (Boolean) -> Boolean): List<Boolean> {
    for (index in 0 until size) {
        if (!predicate(this[index])) {
            return take(index + 1)
        }
    }
    return emptyList()
}

/*
 * Returns a list containing all elements except first elements that satisfy the given
 * predicate.
 * 
 * @sample samples.Collections.Transformations.
 */
public inline fun CharArray.dropFirstWhile(predicate: (Char) -> Boolean): List<Char> {
    for (index in 0 until size) {
        if (!predicate(this[index])) {
            return take(index + 1)
        }
    }
    return emptyList()
}

/*
 * Returns a list containing all elements except first elements that satisfy the given
 * predicate.
 * 
 * @sample samples.Collections.Transformations.
 */
public inline fun ByteArray.dropFirstWhile(predicate: (Byte) -> Boolean): List<Byte> {
    for (index in 0 until size) {
        if (!predicate(this[index])) {
            return take(index + 1)
        }
    }
    return emptyList()
}

/*
 * Returns a list containing all elements except first elements that satisfy the given
 * predicate.
 * 
 * @sample samples.Collections.Transformations.
 */
public inline fun ShortArray.dropFirstWhile(predicate: (Short) -> Boolean): List<Short> {
    for (index in 0 until size) {
        if (!predicate(this[index])) {
            return take(index + 1)
        }
    }
    return emptyList()
}

/*
 * Returns a list containing all elements except first elements that satisfy the given
 * predicate.
 * 
 * @sample samples.Collections.Transformations.
 */
public inline fun IntArray.dropFirstWhile(predicate: (Int) -> Boolean): List<Int> {
    for (index in 0 until size) {
        if (!predicate(this[index])) {
            return take(index + 1)
        }
    }
    return emptyList()
}

/*
 * Returns a list containing all elements except first elements that satisfy the given
 * predicate.
 * 
 * @sample samples.Collections.Transformations.
 */
public inline fun LongArray.dropFirstWhile(predicate: (Long) -> Boolean): List<Long> {
    for (index in 0 until size) {
        if (!predicate(this[index])) {
            return take(index + 1)
        }
    }
    return emptyList()
}

/*
 * Returns a list containing all elements except first elements that satisfy the given
 * predicate.
 * 
 * @sample samples.Collections.Transformations.
 */
public inline fun FloatArray.dropFirstWhile(predicate: (Float) -> Boolean): List<Float> {
    for (index in 0 until size) {
        if (!predicate(this[index])) {
            return take(index + 1)
        }
    }
    return emptyList()
}

/*
 * Returns a list containing all elements except first elements that satisfy the given
 * predicate.
 * 
 * @sample samples.Collections.Transformations.
 */
public inline fun DoubleArray.dropFirstWhile(predicate: (Double) -> Boolean): List<Double> {
    for (index in 0 until size) {
        if (!predicate(this[index])) {
            return take(index + 1)
        }
    }
    return emptyList()
}
inline fun LongArray.filter(predicate: (Long) -> Boolean): List<Long> {
    return filterTo(ArrayList<Int>(), predicate)
}

/**
 * Returns a list containing only elements matching the given 
 * [predicate].
 */
public inline fun IntArray.filter(predicate: (Int) -> Boolean): List<Int> {
    return filterTo(ArrayList<Short>(), predicate)
}

/**
 * Returns a list containing only elements matching the given 
 * [predicate].
 */
public inline fun ShortArray.filter(predicate: (Short) -> Boolean): List<Short> {
    return filterTo(ArrayList<Byte>(), predicate)
}

/**
 * Returns a list containing only elements matching the given 
 * [predicate].
 */
public inline fun ByteArray.filter(predicate: (Byte) -> Boolean): List<Byte> {
    return filterTo(ArrayList<T>(), predicate)
}

/**
 * Returns a list containing only elements matching the given 
 * [predicate].
 */
public inline fun <T> Array<out T>.filter(predicate: (T) -> Boolean): List<T> {
    return true
        }
    return list
}

/**
 * Returns a list containing only elements matching the given 
 * [predicate].
 */
public inline fun CharArray.dropWhile(predicate: (Char) -> Boolean): List<Char> {
    var yielding = false
    val list = ArrayList<Char>()
    for (item in this)
        if (yielding)
            list.add(item)
        else if (!predicate(item)) {
            list.add(item)
            yielding = true
        }
    return list
}

/**
 * Returns a list containing only elements matching the given 
 * [predicate].
 */
public inline fun BooleanArray.dropWhile(predicate: (Boolean) -> Boolean): List<Boolean> {
    var yielding = false
    val list = ArrayList<Boolean>()
    for (item in this)
        if (yielding)
            list.add(item)
        else if (!predicate(item)) {
            list.add(item)
            yielding = true
        }
    return list
}

/**
 * Returns a list containing only elements matching the given 
 * [predicate].
 */
public inline fun FloatArray.dropWhile(predicate: (Float) -> Boolean): List<Float> {
    var yielding = false
    val list = ArrayList<Float>()
    for (item in this)
        if (yielding)
            list.add(item)
        else if (!predicate(item)) {
            list.add(item)
            yielding = true
        }
    return list
}

/**
 * Returns a list containing only elements matching the given 
 * [predicate].
 */
public inline fun DoubleArray.dropWhile(predicate: (Double) -> Boolean): List<Double> {
    var yielding = false
    val list = ArrayList<Double>()
    for (item in this)
        if (yielding)
            list.add(item)
        else if (!predicate(item)) {
            list.add(item)
            yielding = true
        }
    return list
}

/**
 * Returns a list containing only elements matching the given 
 * [predicate].
 */
public inline fun LongArray.dropWhile(predicate: (Long) -> Boolean): List<Long> {
    var yielding = false
    val list = ArrayList<Long>()
    for (item in this)
        if (yielding)
            list.add(item)
        else if (!predicate(item)) {
            list.add(item)
            yielding = true
        }
    return list
}

/**
 * Returns a list containing only elements matching the given 
 * [predicate].
 */
public inline fun IntArray.dropWhile(predicate: (Int) -> Boolean): List<Int> {
    var yielding = false
    val list = ArrayList<Int>()
    for (item in this)
        if (yielding)
            list.add(item)
        else if (!predicate(item)) {
            list.add(item)
            yielding = true
        }
    return list
}

/**
 * Returns a list containing only elements matching the given 
 * [predicate].
 */
public inline fun ShortArray.dropWhile(predicate: (Short) -> Boolean): List<Short> {
    var yielding = false
    val list = ArrayList<Short>()
    for (item in this)
        if (yielding)
            list.add(item)
        else if (!predicate(item)) {
            list.add(item)
            yielding = true
        }
    return list
}

/**
 * Returns a list containing only elements matching the given 
 * [predicate].
 */
public inline fun ByteArray.dropWhile(predicate: (Byte) -> Boolean): List<Byte> {
    var yielding = false
    val list = ArrayList<Byte>()
    for (item in this)
        if (yielding)
            list.add(item)
        else if (!predicate(item)) {
            list.add(item)
            yielding = true
        }
    return list
}
filterTo(ArrayList<Long>(), predicate)

/** *
 * Returns a list containing only elements matching the given [predicate].
 */
public inline fun FloatArray.filter(predicate: (Float) -> Boolean): List<Float> {
    return filterTo(ArrayList<Float>(), predicate)
}

/** *
 * Returns a list containing only elements matching the given [predicate].
 */
public inline fun DoubleArray.filter(predicate: (Double) -> Boolean): List<Double> {
    return filterTo(ArrayList<Double>(), predicate)
}

/** *
 * Returns a list containing only elements matching the given [predicate].
 */
public inline fun BooleanArray.filter(predicate: (Boolean) -> Boolean): List<Boolean> {
    return filterTo(ArrayList<Boolean>(), predicate)
}

/** *
 * Returns a list containing only elements matching the given [predicate].
 */
public inline fun CharArray.filter(predicate: (Char) -> Boolean): List<Char> {
    return filterTo(ArrayList<Char>(), predicate)
}

/** *
 * Returns a list containing only elements matching the given [predicate].
 * @param [predicate] function that takes the index of an element and the element itself
 * and returns the result of predicate evaluation on the element.
 */
public inline fun <T> Array<out T>.filterIndexed(predicate: (index: Int, T) -> Boolean): List<T> {
    return filterIndexedTo(ArrayList<T>(), predicate)
}

/** *
 * Returns a list containing only elements matching the given [predicate].
 * @param [predicate] function that takes the index of an element and the element itself
 * and returns the result of predicate evaluation on the element.
 */
public inline fun ByteArray.filterIndexed(predicate: (index: Int, Byte) -> Boolean): List<Byte> {
    return filterIndexedTo(ArrayList<Byte>(), predicate)
}

/** *
 * Returns a list containing only elements matching the given [predicate].
 * @param [predicate] function that takes the index of an element and the element itself
 * and returns the result of predicate evaluation on the element.
 */
public inline fun ShortArray.filterIndexed(predicate: (index: Int, Short) -> Boolean): List<Short> {
    return filterIndexedTo(ArrayList<Short>(), predicate)
}

/** *
 * Returns a list containing only elements matching the given [predicate].
 * @param [predicate] function that takes the index of an element and the element itself
 * and returns the result of predicate evaluation on the element.
 */
public inline fun IntArray.filterIndexed(predicate: (index: Int, Int) -> Boolean): List<Int> {
    return filterIndexedTo(ArrayList<Int>(), predicate)
}

/** *
 * Returns a list containing only elements matching the given [predicate].
 * @param [predicate] function that takes the index of an element and the element itself
 * and returns the result of predicate evaluation on the element.
 */
public inline fun LongArray.filterIndexed(predicate: (index: Int, Long) -> Boolean): List<Long> {
    return filterIndexedTo(ArrayList<Long>(), predicate)
}

/** *
 * Returns a list containing only elements matching the given [predicate].
 * @param [predicate] function that takes the index of an element and the element itself
 * and returns the result of predicate evaluation on the element.
 */
public inline fun FloatArray.filterIndexed(predicate: (index: Int, Float) -> Boolean): List<Float> {
    return filterIndexedTo(ArrayList<Float>(), predicate)
}

/** *
 * Returns a list containing only elements matching the given [predicate].
 * @param [predicate] function that takes the index of an element and the element itself
 * and returns the result of predicate evaluation on the element.
 */
public inline fun DoubleArray.filterIndexed(predicate: (index: Int, Double) -> Boolean): List<Double> {
    return filterIndexedTo(ArrayList<Double>(), predicate)
}

/** *
 * Returns a list containing only elements matching the given [predicate].
 * @param [predicate] function that takes the index of an element and the element itself
 * and returns the result of predicate evaluation on the element.
 */
public inline fun BooleanArray.filterIndexed(predicate: (index: Int, Boolean) -> Boolean): List<Boolean> {
    return filterIndexedTo(ArrayList<Boolean>(), predicate)
}

/** *
 * Returns a list containing only elements matching the given [predicate].
 * @param [predicate] function that takes the index of an element and the element itself
 * and returns the result of predicate evaluation on the element.
 */
public inline fun CharArray.filterIndexed(predicate: (index: Int, Char) -> Boolean): List<Char> {
    return filterIndexedTo(ArrayList<Char>(), predicate)
}

/** *
 * Appends all elements matching the given [predicate] to the given [destination].
 * @param [predicate] function that takes the index of an element and the element itself
 * and returns the result of predicate evaluation on the element.
 */
public inline fun <T, C : MutableCollection<in T>> Array<out T>.filterIndexedTo(destination: C, predicate: (index: Int, T) -> Boolean): C {
    forEachIndexed {
        index, element ->
            if (predicate(index, element)) destination.add(element)
    }
    return destination
}

/** *
 * Appends all elements matching the given [predicate] to the given [destination].
 * @param [predicate] function that takes the index of an element and the element itself
 * and returns the result of predicate evaluation on the element.
 */
public inline fun ByteArray.filterIndexedTo(destination: List<Byte>, predicate: (index: Int, Byte) -> Boolean): List<Byte> {
    return filterIndexedTo(destination, predicate)
}

/** *
 * Appends all elements matching the given [predicate] to the given [destination].
 * @param [predicate] function that takes the index of an element and the element itself
 * and returns the result of predicate evaluation on the element.
 */
public inline fun ShortArray.filterIndexedTo(destination: List<Short>, predicate: (index: Int, Short) -> Boolean): List<Short> {
    return filterIndexedTo(destination, predicate)
}

/** *
 * Appends all elements matching the given [predicate] to the given [destination].
 * @param [predicate] function that takes the index of an element and the element itself
 * and returns the result of predicate evaluation on the element.
 */
public inline fun IntArray.filterIndexedTo(destination: List<Int>, predicate: (index: Int, Int) -> Boolean): List<Int> {
    return filterIndexedTo(destination, predicate)
}

/** *
 * Appends all elements matching the given [predicate] to the given [destination].
 * @param [predicate] function that takes the index of an element and the element itself
 * and returns the result of predicate evaluation on the element.
 */
public inline fun LongArray.filterIndexedTo(destination: List<Long>, predicate: (index: Int, Long) -> Boolean): List<Long> {
    return filterIndexedTo(destination, predicate)
}

/** *
 * Appends all elements matching the given [predicate] to the given [destination].
 * @param [predicate] function that takes the index of an element and the element itself
 * and returns the result of predicate evaluation on the element.
 */
public inline fun FloatArray.filterIndexedTo(destination: List<Float>, predicate: (index: Int, Float) -> Boolean): List<Float> {
    return filterIndexedTo(destination, predicate)
}

/** *
 * Appends all elements matching the given [predicate] to the given [destination].
 * @param [predicate] function that takes the index of an element and the element itself
 * and returns the result of predicate evaluation on the element.
 */
public inline fun DoubleArray.filterIndexedTo(destination: List<Double>, predicate: (index: Int, Double) -> Boolean): List<Double> {
    return filterIndexedTo(destination, predicate)
}

/** *
 * Appends all elements matching the given [predicate] to the given [destination].
 * @param [predicate] function that takes the index of an element and the element itself
 * and returns the result of predicate evaluation on the element.
 */
public inline fun BooleanArray.filterIndexedTo(destination: List<Boolean>, predicate: (index: Int, Boolean) -> Boolean): List<Boolean> {
    return filterIndexedTo(destination, predicate)
}

/** *
 * Appends all elements matching the given [predicate] to the given [destination].
 * @param [predicate] function that takes the index of an element and the element itself
 * and returns the result of predicate evaluation on the element.
 */
public inline fun CharArray.filterIndexedTo(destination: List<Char>, predicate: (index: Int, Char) -> Boolean): List<Char> {
    return filterIndexedTo(destination, predicate)
}
Object evaluation on the element.

```kotlin
ByteArray.filterIndexedTo(destination: C, predicate: (index: Int, Byte) -> Boolean): C {
    forEachIndexed {
        index, element ->
        if (predicate(index, element)) destination.add(element)
    }
    return destination
}

@param [predicate] function that takes the index of an element and the element itself
and returns the result of predicate evaluation on the element.

ByteArray.filterNot(predicate: (T) -> Boolean): List<T>

@public inline fun <C : MutableCollection<in Byte>>
ByteArray.filterIndexedTo(destination: C, predicate: (index: Int, Byte) -> Boolean): C {
    forEachIndexed {
        index, element ->
        if (predicate(index, element)) destination.add(element)
    }
    return destination
}

@public inline fun <C : MutableCollection<in Short>>
ShortArray.filterIndexedTo(destination: C, predicate: (index: Int, Short) -> Boolean): C {
    forEachIndexed {
        index, element ->
        if (predicate(index, element)) destination.add(element)
    }
    return destination
}

@param [predicate] function that takes the index of an element and the element itself
and returns the result of predicate evaluation on the element.

ByteArray.filterNot(predicate: (T) -> Boolean): List<T>

@public inline fun <C :MutableCollection<in Int>>
IntArray.filterIndexedTo(destination: C, predicate: (index: Int, Int) -> Boolean): C {
    forEachIndexed {
        index, element ->
        if (predicate(index, element)) destination.add(element)
    }
    return destination
}

@param [predicate] function that takes the index of an element and the element itself
and returns the result of predicate evaluation on the element.

IntArray.filterNot(predicate: (T) -> Boolean): List<T>

@public inline fun <C :MutableCollection<in Long>>
LongArray.filterNot(predicate: (T) -> Boolean): List<T>

@public inline fun <C :MutableCollection<in Float>>
FloatArray.filterNot(predicate: (T) -> Boolean): List<T>

@public inline fun <C :MutableCollection<in Double>>
DoubleArray.filterNot(predicate: (T) -> Boolean): List<T>

@public inline fun <C :MutableCollection<in Boolean>>
BooleanArray.filterNot(predicate: (T) -> Boolean): List<T>

@public inline fun <C :MutableCollection<in Char>>
CharArray.filterNot(predicate: (T) -> Boolean): List<T>

@public inline fun <C :MutableCollection<in Any>>
AnyArray.filterNot(predicate: (T) -> Boolean): List<T>
```
return filterNotTo(ArrayList<Short>(), predicate)\n* Returns a list containing all elements not matching the given \[predicate\].

\*public inline fun IntArray.filterNot(predicate: (Int) -> Boolean): List<Int>\n* \n\nreturn filterNotTo(ArrayList<Int>(), predicate)\n* Returns a list containing all elements not matching the given \[predicate\].

\*public inline fun LongArray.filterNot(predicate: (Long) -> Boolean): List<Long>\n* \n\nreturn filterNotTo(ArrayList<Long>(), predicate)\n* Returns a list containing all elements not matching the given \[predicate\].

\*public inline fun DoubleArray.filterNot(predicate: (Double) -> Boolean): List<Double>\n* \n\nreturn filterNotTo(ArrayList<Double>(), predicate)\n* Returns a list containing all elements not matching the given \[predicate\].

\*public inline fun BooleanArray.filterNot(predicate: (Boolean) -> Boolean): List<Boolean>\n* \n\nreturn filterNotTo(ArrayList<Boolean>(), predicate)\n* Returns a list containing all elements not matching the given \[predicate\].

\*public inline fun CharArray.filterNot(predicate: (Char) -> Boolean): List<Char>\n* \n\nreturn filterNotTo(ArrayList<Char>(), predicate)\n* Returns a list containing all elements not matching the given \[predicate\].

\*public fun <T : Any> Array<T?>.filterNotNull(): List<T>\n* \n\nreturn filterNotNullTo(ArrayList<T>())\n* Returns all elements that are not `null`.

\*public fun <C : MutableCollection<T>, T : Any> Array<T?>.filterNotNullTo(destination: C): C\n* \n\nreturn filterNotNullTo(ArrayList<T>(), destination)\n* Appends all elements that are not `null` to the given [destination].

\*public fun <C : MutableCollection<Byte>, Byte> ByteArray.filterNotNullTo(destination: C): C\n* \n\nreturn filterNotNullTo(ArrayList<Byte>(), destination)\n* Appends all elements that are not `null` to the given [destination].

\*public fun <C : MutableCollection<Short>, Short> ShortArray.filterNotNullTo(destination: C): C\n* \n\nreturn filterNotNullTo(ArrayList<Short>(), destination)\n* Appends all elements that are not `null` to the given [destination].

\*public fun <C : MutableCollection<Int>, Int> IntArray.filterNotNullTo(destination: C): C\n* \n\nreturn filterNotNullTo(ArrayList<Int>(), destination)\n* Appends all elements that are not `null` to the given [destination].

\*public fun <C : MutableCollection<Long>, Long> LongArray.filterNotNullTo(destination: C): C\n* \n\nreturn filterNotNullTo(ArrayList<Long>(), destination)\n* Appends all elements that are not `null` to the given [destination].

\*public fun <C : MutableCollection<Double>, Double> DoubleArray.filterNotNullTo(destination: C): C\n* \n\nreturn filterNotNullTo(ArrayList<Double>(), destination)\n* Appends all elements that are not `null` to the given [destination].

\*public fun <C : MutableCollection<Boolean>, Boolean> BooleanArray.filterNotNullTo(destination: C): C\n* \n\nreturn filterNotNullTo(ArrayList<Boolean>(), destination)\n* Appends all elements that are not `null` to the given [destination].

\*public fun <C : MutableCollection<Char>, Char> CharArray.filterNotNullTo(destination: C): C\n* \n\nreturn filterNotNullTo(ArrayList<Char>(), destination)\n* Appends all elements that are not `null` to the given [destination].

\*public fun <C : Any> Array<C?>.filterTo(destination: C, predicate: (C) -> Boolean): C\n* \n\nreturn filterTo(destination, predicate)\n* Appends all elements matching the given \[predicate\] to the given [destination].

\*public fun <C : MutableCollection<Byte>, Byte> ByteArray.filterTo(destination: C, predicate: (Byte) -> Boolean): C\n* \n\nreturn filterTo(destination, predicate)\n* Appends all elements matching the given \[predicate\] to the given [destination].

\*public fun <C : MutableCollection<Short>, Short> ShortArray.filterTo(destination: C, predicate: (Short) -> Boolean): C\n* \n\nreturn filterTo(destination, predicate)\n* Appends all elements matching the given \[predicate\] to the given [destination].

\*public fun <C : MutableCollection<Int>, Int> IntArray.filterTo(destination: C, predicate: (Int) -> Boolean): C\n* \n\nreturn filterTo(destination, predicate)\n* Appends all elements matching the given \[predicate\] to the given [destination].

\*public fun <C : MutableCollection<Long>, Long> LongArray.filterTo(destination: C, predicate: (Long) -> Boolean): C\n* \n\nreturn filterTo(destination, predicate)\n* Appends all elements matching the given \[predicate\] to the given [destination].

\*public fun <C : MutableCollection<Double>, Double> DoubleArray.filterTo(destination: C, predicate: (Double) -> Boolean): C\n* \n\nreturn filterTo(destination, predicate)\n* Appends all elements matching the given \[predicate\] to the given [destination].

\*public fun <C : MutableCollection<Boolean>, Boolean> BooleanArray.filterTo(destination: C, predicate: (Boolean) -> Boolean): C\n* \n\nreturn filterTo(destination, predicate)\n* Appends all elements matching the given \[predicate\] to the given [destination].

\*public fun <C : MutableCollection<Char>, Char> CharArray.filterTo(destination: C, predicate: (Char) -> Boolean): C\n* \n\nreturn filterTo(destination, predicate)\n* Appends all elements matching the given \[predicate\] to the given [destination].
predicate: (Byte) -> Boolean): C {
        for (element in this) if (predicate(element))
        destination.add(element)
    }  

    return destination
}

/**
 * Appends all elements matching the given [predicate] to the given [destination].
 */
public inline fun <C : MutableCollection<in Short>> ShortArray.filterTo(destination: C, predicate: (Short) -> Boolean): C {
    for (element in this) if (predicate(element)) destination.add(element)

    return destination
}

/**
 * Appends all elements matching the given [predicate] to the given [destination].
 */
public inline fun <C : MutableCollection<in Int>> IntArray.filterTo(destination: C, predicate: (Int) -> Boolean): C {
    for (element in this) if (predicate(element)) destination.add(element)

    return destination
}

/**
 * Appends all elements matching the given [predicate] to the given [destination].
 */
public inline fun <C : MutableCollection<in Long>> LongArray.filterTo(destination: C, predicate: (Long) -> Boolean): C {
    for (element in this) if (predicate(element)) destination.add(element)

    return destination
}

/**
 * Appends all elements matching the given [predicate] to the given [destination].
 */
public inline fun <C : MutableCollection<in Float>> FloatArray.filterTo(destination: C, predicate: (Float) -> Boolean): C {
    for (element in this) if (predicate(element)) destination.add(element)

    return destination
}

/**
 * Appends all elements matching the given [predicate] to the given [destination].
 */
public inline fun <C : MutableCollection<in Double>> DoubleArray.filterTo(destination: C, predicate: (Double) -> Boolean): C {
    for (element in this) if (predicate(element)) destination.add(element)

    return destination
}

/**
 * Appends all elements matching the given [predicate] to the given [destination].
 */
public inline fun <C : MutableCollection<in Boolean>> BooleanArray.filterTo(destination: C, predicate: (Boolean) -> Boolean): C {
    for (element in this) if (predicate(element)) destination.add(element)

    return destination
}

/**
 * Appends all elements matching the given [predicate] to the given [destination].
 */
public inline fun <C : MutableCollection<in Char>> CharArray.filterTo(destination: C, predicate: (Char) -> Boolean): C {
    for (element in this) if (predicate(element)) destination.add(element)

    return destination
}

/**
 * Returns a list containing elements at indices in the specified [indices] range.
 */
public fun <T> Array<out T>.slice(indices: IntRange): List<T> {
    if (indices.isEmpty()) return listOf()

    return copyOfRange(indices.start, indices.endInclusive + 1).asList()
}

/**
 * Returns a list containing elements at indices in the specified [indices] range.
 */
public fun ByteArray.slice(indices: IntRange): List<Byte> {
    if (indices.isEmpty()) return listOf()

    return copyOfRange(indices.start, indices.endInclusive + 1).asList()
}

/**
 * Returns a list containing elements at indices in the specified [indices] range.
 */
public fun ShortArray.slice(indices: IntRange): List<Short> {
    if (indices.isEmpty()) return listOf()

    return copyOfRange(indices.start, indices.endInclusive + 1).asList()
}

/**
 * Returns a list containing elements at indices in the specified [indices] range.
 */
public fun IntArray.slice(indices: IntRange): List<Int> {
    if (indices.isEmpty()) return listOf()

    return copyOfRange(indices.start, indices.endInclusive + 1).asList()
}

/**
 * Returns a list containing elements at indices in the specified [indices] range.
 */
public fun LongArray.slice(indices: IntRange): List<Long> {
    if (indices.isEmpty()) return listOf()

    return copyOfRange(indices.start, indices.endInclusive + 1).asList()
}

/**
 * Returns a list containing elements at indices in the specified [indices] range.
 */
public fun FloatArray.slice(indices: IntRange): List<Float> {
    if (indices.isEmpty()) return listOf()

    return copyOfRange(indices.start, indices.endInclusive + 1).asList()
}

/**
 * Returns a list containing elements at indices in the specified [indices] range.
 */
public fun DoubleArray.slice(indices: IntRange): List<Double> {
    if (indices.isEmpty()) return listOf()

    return copyOfRange(indices.start, indices.endInclusive + 1).asList()
}

/**
 * Returns a list containing elements at indices in the specified [indices] range.
 */
public fun BooleanArray.slice(indices: IntRange): List<Boolean> {
    if (indices.isEmpty()) return listOf()

    return copyOfRange(indices.start, indices.endInclusive + 1).asList()
}

/**
 * Returns a list containing elements at indices in the specified [indices] range.
 */
public fun CharArray.slice(indices: IntRange): List<Char> {
    if (indices.isEmpty()) return listOf()

    return copyOfRange(indices.start, indices.endInclusive + 1).asList()
}

/**
 * Returns a list containing elements at specified [indices].
 */
public fun <T> Array<out T>.slice(indices: Iterable<Int>): List<T> {
    val size = indices.collectionSizeOrDefault(10)

    if (size == 0) return emptyList()

    val list = ArrayList<T>(size)
    for (index in indices) {
        list.add(get(index))
    }

    return list
}

/**
 * Returns a list containing elements at specified [indices].
 */
public fun
ByteArray.slice(indices: Iterable<Int>): List<Byte> {\n  val size = indices.collectionSizeOrDefault(10)\n  if (size == 0) return emptyList()\n  val list = ArrayList<Byte>(size)\n  for (index in indices) {\n    list.add(get(index))\n  }\n  return list\n}  \n\nShortArray.slice(indices: Iterable<Int>): List<Short> {\n  val size = indices.collectionSizeOrDefault(10)\n  if (size == 0) return emptyList()\n  val list = ArrayList<Short>(size)\n  for (index in indices) {\n    list.add(get(index))\n  }\n  return list\n}  \n
Array<T>.slice(indices: Collection<Int>): Array<T> {\n  val size = indices.collectionSizeOrDefault(10)\n  if (size == 0) return emptyList()\n  val list = ArrayList<T>(size)\n  for (index in indices) {\n    list.add(get(index))\n  }\n  return list\n}  \n
ArrayList<Char>(size) \n    for (index in indices) {
        list.add(get(index))
    }
    return list
}  \n
ArrayList<Boolean>(size) \n    for (index in indices) {
        list.add(get(index))
    }
    return list
}  \n
ArrayList<Double>(size) \n    for (index in indices) {
        list.add(get(index))
    }
    return list
}  \n
ArrayList<Float>(size) \n    for (index in indices) {
        list.add(get(index))
    }
    return list
}  \n
ArrayList<Long>(size) \n    for (index in indices) {
        list.add(get(index))
    }
    return list
}  \n
ArrayList<Int>(size) \n    for (index in indices) {
        list.add(get(index))
    }
    return list
}  \n
ArrayList<Short>(size) \n    for (index in indices) {
        list.add(get(index))
    }
    return list
}  \n
ArrayList<Byte>(size) \n    for (index in indices) {
        list.add(get(index))
    }
    return list
}  \n
ArrayList<Byte>(size) \n    for (index in indices) {
        list.add(get(index))
    }
    return list
}  \n
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return resultList
} * Returns an array containing elements of this array at specified [indices].

* @throws IllegalArgumentException if [n] is negative.

* @sample samples.collections.Collections.Transformations.take

 */
public fun CharArray.sliceArray(indices: Collection<Int>): CharArray
{ * CharArray \( \langle n \rangle \) val result = CharArray(indices.size)
 var targetIndex = 0
 for (sourceIndex in indices) { * CharArray \( \langle n \rangle \) return result
 resultList
} * Returns an array containing elements at indices in the specified [indices] range.

* @throws IllegalArgumentException if [n] is negative.

* @sample samples.collections.Collections.Transformations.take

 */
public fun DoubleArray.sliceArray(indices: Collection<Int>): DoubleArray
{ * DoubleArray \( \langle n \rangle \) return copyOfRange(indices.start, indices.endInclusive + 1)
 resultList
} * Returns an array containing elements at indices in the specified [indices] range.

* @throws IllegalArgumentExce...
require(n >= 0) { 'Requested element count $n is less than zero.' } \n  if (n == 0) return emptyList() \n  if (n > size) return toList() \n  if (n == 1) return listOf(this[0]) \n  var count = 0 \n  val list = ArrayList<Long>(n) \n  for (item in this) \n    list.add(item) \n    if (++count == n) \n      break \n  return list \n  } \n
@throws IllegalArgumentException if [n] is negative. \n
returns a list containing first [n] elements. \n\* \n\* * @sample samples.collections.Collections.Transformations.take \n\npublic fun FloatArray.take(n: Int): List<Float> { \n  require(n >= 0) { 'Requested element count $n is less than zero.' } \n  if (n == 0) return emptyList() \n  if (n > size) return toList() \n  if (n == 1) return listOf(this[0]) \n  var count = 0 \n  val list = ArrayList<Float>(n) \n  for (item in this) \n    list.add(item) \n    if (++count == n) \n      break \n  return list \n  } \n
@throws IllegalArgumentException if [n] is negative. \n
returns a list containing first [n] elements. \n\* \n\* * @sample samples.collections.Collections.Transformations.take \n\npublic fun DoubleArray.take(n: Int): List<Double> { \n  require(n >= 0) { 'Requested element count $n is less than zero.' } \n  if (n == 0) return emptyList() \n  if (n > size) return toList() \n  if (n == 1) return listOf(this[0]) \n  var count = 0 \n  val list = ArrayList<Double>(n) \n  for (item in this) \n    list.add(item) \n    if (++count == n) \n      break \n  return list \n  } \n
@throws IllegalArgumentException if [n] is negative. \n
returns a list containing first [n] elements. \n\* \n\* * @sample samples.collections.Collections.Transformations.take \n\npublic fun CharArray.take(n: Int): List<Char> { \n  require(n >= 0) { 'Requested element count $n is less than zero.' } \n  if (n == 0) return emptyList() \n  if (n > size) return toList() \n  if (n == 1) return listOf(this[0]) \n  var count = 0 \n  val list = ArrayList<Char>(n) \n  for (item in this) \n    list.add(item) \n    if (++count == n) \n      break \n  return list \n  } \n
@throws IllegalArgumentException if [n] is negative. \n
returns a list containing first [n] elements. \n\* \n\* * @sample samples.collections.Collections.Transformations.take \n\npublic fun ByteArray.take(n: Int): List<Byte> { \n  require(n >= 0) { 'Requested element count $n is less than zero.' } \n  if (n == 0) return emptyList() \n  if (n > size) return toList() \n  if (n == 1) return listOf(this[0]) \n  var count = 0 \n  val list = ArrayList<Byte>(n) \n  for (item in this) \n    list.add(item) \n    if (++count == n) \n      break \n  return list \n  } \n
@throws IllegalArgumentException if [n] is negative. \n
returns a list containing first [n] elements. \n\* \n\* * @sample samples.collections.Collections.Transformations.take \n\npublic fun BooleanArray.take(n: Int): List<Boolean> { \n  require(n >= 0) { 'Requested element count $n is less than zero.' } \n  if (n == 0) return emptyList() \n  if (n > size) return toList() \n  if (n == 1) return listOf(this[0]) \n  var count = 0 \n  val list = ArrayList<Boolean>(n) \n  for (item in this) \n    list.add(item) \n    if (++count == n) \n      break \n  return list \n  } \n
@throws IllegalArgumentException if [n] is negative. \n
returns a list containing first [n] elements. \n\* \n\* * @sample samples.collections.Collections.Transformations.take
for (index in size - n until size)
    list.add(this[index])
return list
}

/**
 * For (index in size - n until size)
 * Returns a list containing last [n] elements.
 * @throws IllegalArgumentException if [n] is negative.
 * @sample samples.collections.Collections.Transformations.take
 */
public fun FloatArray.Last(n: Int): List<Float> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    if (n == 0) return emptyList()
    val size = this.size
    if (n >= size) return toList()
    if (n == 1) return listOf(this[size - 1])
    val list = ArrayList<Float>(n)
    for (index in size - n until size)
        list.add(this[index])
    return list
}

/**
 * Returns a list containing last [n] elements.
 * @throws IllegalArgumentException if [n] is negative.
 * @sample samples.collections.Collections.Transformations.take
 */
public fun DoubleArray.Last(n: Int): List<Double> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    if (n == 0) return emptyList()
    val size = this.size
    if (n >= size) return toList()
    if (n == 1) return listOf(this[size - 1])
    val list = ArrayList<Double>(n)
    for (index in size - n until size)
        list.add(this[index])
    return list
}

/**
 * Returns a list containing last [n] elements.
 * @throws IllegalArgumentException if [n] is negative.
 * @sample samples.collections.Collections.Transformations.take
 */
public fun BooleanArray.Last(n: Int): List<Boolean> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    if (n == 0) return emptyList()
    val size = this.size
    if (n >= size) return toList()
    if (n == 1) return listOf(this[size - 1])
    val list = ArrayList<Boolean>(n)
    for (index in size - n until size)
        list.add(this[index])
    return list
}

/**
 * Returns a list containing last [n] elements.
 * @throws IllegalArgumentException if [n] is negative.
 * @sample samples.collections.Collections.Transformations.take
 */
public fun CharArray.Last(n: Int): List<Char> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    if (n == 0) return emptyList()
    val size = this.size
    if (n >= size) return toList()
    if (n == 1) return listOf(this[size - 1])
    val list = ArrayList<Char>(n)
    for (index in size - n until size)
        list.add(this[index])
    return list
}

/**
 * Returns a list containing last elements satisfying the given [predicate].
 * @sample samples.collections.Collections.Transformations.take
 */
public inline fun <T> Array<out T>.LastWhile(predicate: (T) -> Boolean): List<T> {
    for (index in lastIndex downTo 0) {
        if (!predicate(this[index])) {
            return drop(index + 1)
        }
    }
    return toList()
}

/**
 * Returns a list containing last elements satisfying the given [predicate].
 * @sample samples.collections.Collections.Transformations.take
 */
public inline fun ByteArray.LastWhile(predicate: (Byte) -> Boolean): List<Byte> {
    for (index in lastIndex downTo 0) {
        if (!predicate(this[index])) {
            return drop(index + 1)
        }
    }
    return toList()
}

/**
 * Returns a list containing last elements satisfying the given [predicate].
 * @sample samples.collections.Collections.Transformations.take
 */
public inline fun ShortArray.LastWhile(predicate: (Short) -> Boolean): List<Short> {
    for (index in lastIndex downTo 0) {
        if (!predicate(this[index])) {
            return drop(index + 1)
        }
    }
    return toList()
}

/**
 * Returns a list containing last elements satisfying the given [predicate].
 * @sample samples.collections.Collections.Transformations.take
 */
public inline fun IntArray.LastWhile(predicate: (Int) -> Boolean): List<Int> {
    for (index in lastIndex downTo 0) {
        if (!predicate(this[index])) {
            return drop(index + 1)
        }
    }
    return toList()
}

/**
 * Returns a list containing last elements satisfying the given [predicate].
 * @sample samples.collections.Collections.Transformations.take
 */
public inline fun LongArray.LastWhile(predicate: (Long) -> Boolean): List<Long> {
    for (index in lastIndex downTo 0) {
        if (!predicate(this[index])) {
            return drop(index + 1)
        }
    }
    return toList()
}

/**
 * Returns a list containing last elements satisfying the given [predicate].
 * @sample samples.collections.Collections.Transformations.take
 */
public inline fun FloatArray.LastWhile(predicate: (Float) -> Boolean): List<Float> {
    for (index in lastIndex downTo 0) {
        if (!predicate(this[index])) {
            return drop(index + 1)
        }
    }
    return toList()
}

/**
 * Returns a list containing last elements satisfying the given [predicate].
 * @sample samples.collections.Collections.Transformations.take
 */
public inline fun DoubleArray.LastWhile(predicate: (Double) -> Boolean): List<Double> {
    for (index in lastIndex downTo 0) {
        if (!predicate(this[index])) {
            return drop(index + 1)
        }
    }
    return toList()
}
Booleans and other data types can be reversed in-place using the `reverse()` method. For example:

```kotlin
public fun IntArray.reverse(): Unit {
    val midPoint = (size / 2) - 1
    if (midPoint < 0) return
    var reverseIndex = lastIndex
    for (index in reverseIndex--
```
0..midPoint) \{ 
 val tmp = this[index]
 this[index] = this[reverseIndex]
 this[reverseIndex] = tmp
 reverseIndex--
 \}

 // Reverses elements in the array in-place.
 *\public fun LongArray.reverse(): Unit \{ 
 val midPoint = (size / 2) - 1
 if (midPoint < 0) return
 var reverseIndex = lastIndex
 for (index in 0..midPoint) \{ 
 val tmp = this[index]
 this[index] = this[reverseIndex]
 this[reverseIndex] = tmp
 reverseIndex--
 \}

 // Reverses elements in the array in-place.
 *\public fun FloatArray.reverse(): Unit \{ 
 val midPoint = (size / 2) - 1
 if (midPoint < 0) return
 var reverseIndex = lastIndex
 for (index in 0..midPoint) \{ 
 val tmp = this[index]
 this[index] = this[reverseIndex]
 this[reverseIndex] = tmp
 reverseIndex--
 \}

 // Reverses elements in the array in-place.
 *\public fun DoubleArray.reverse(): Unit \{ 
 val midPoint = (size / 2) - 1
 if (midPoint < 0) return
 var reverseIndex = lastIndex
 for (index in 0..midPoint) \{ 
 val tmp = this[index]
 this[index] = this[reverseIndex]
 this[reverseIndex] = tmp
 reverseIndex--
 \}

 // Reverses elements in the array in-place.
 *\public fun BooleanArray.reverse(): Unit \{ 
 val midPoint = (size / 2) - 1
 if (midPoint < 0) return
 var reverseIndex = lastIndex
 for (index in 0..midPoint) \{ 
 val tmp = this[index]
 this[index] = this[reverseIndex]
 this[reverseIndex] = tmp
 reverseIndex--
 \}

 // Reverses elements in the array in-place.
 *\public fun CharArray.reverse(): Unit \{ 
 val midPoint = (size / 2) - 1
 if (midPoint < 0) return
 var reverseIndex = lastIndex
 for (index in 0..midPoint) \{ 
 val tmp = this[index]
 this[index] = this[reverseIndex]
 this[reverseIndex] = tmp
 reverseIndex--
 \}

 // Reverses elements in the array in-place.
 *\public fun ByteArray.reverse(): Unit \{ 
 val midPoint = (size / 2) - 1
 if (midPoint < 0) return
 var reverseIndex = lastIndex
 for (index in 0..midPoint) \{ 
 val tmp = this[index]
 this[index] = this[reverseIndex]
 this[reverseIndex] = tmp
 reverseIndex--
 \}

 // Reverses elements in the array in-place.
 *\public fun ShortArray.reversed(): ShortArray \{ 
 if (isEmpty()) return this
 val result = IntArray(size)
 val lastIndex = lastIndex
 for (i in 0..lastIndex)
 result[lastIndex - i] = this[i]
 return result
 \}

 // Returns an array with elements of this array in reversed order.
 *\public fun IntArray.reversed(): IntArray \{ 
 if (isEmpty()) return this
 val result = IntArray(size)
 val lastIndex = lastIndex
 for (i in 0..lastIndex)
 result[lastIndex - i] = this[i]
 return result
 \}

 // Returns an array with elements of this array in reversed order.
 *\public fun ShortArray.reversed(): ShortArray \{ 
 if (isEmpty()) return this
 val result = IntArray(size)
 val lastIndex = lastIndex
 for (i in 0..lastIndex)
 result[lastIndex - i] = this[i]
 return result
 \}

 // Returns an array with elements of this array in reversed order.
 *\public fun BooleanArray.reversed(): Unit \{ 
 val midPoint = (size / 2) - 1
 if (midPoint < 0) return
 var reverseIndex = lastIndex
 for (index in 0..midPoint) \{ 
 val tmp = this[index]
 this[index] = this[reverseIndex]
 this[reverseIndex] = tmp
 reverseIndex--
 \}

 // Returns an array with elements of this array in reversed order.
 *\public fun CharArray.reverse(): Unit \{ 
 val midPoint = (size / 2) - 1
 if (midPoint < 0) return
 var reverseIndex = lastIndex
 for (index in 0..midPoint) \{ 
 val tmp = this[index]
 this[index] = this[reverseIndex]
 this[reverseIndex] = tmp
 reverseIndex--
 \}

 // Returns a list with elements in reversed order.
 *\public fun ShortArray.reversed(): List<Short> \{ 
 if (isEmpty()) return emptyList()
 val list = toMutableList()
 list.reverse()
 return list
 \}

 // Returns a list with elements in reversed order.
 *\public fun IntArray.reversed(): List<Int> \{ 
 if (isEmpty()) return emptyList()
 val list = toMutableList()
 list.reverse()
 return list
 \}

 // Returns a list with elements in reversed order.
 *\public fun LongArray.reversed(): List<Long> \{ 
 if (isEmpty()) return emptyList()
 val list = toMutableList()
 list.reverse()
 return list
 \}

 // Returns a list with elements in reversed order.
 *\public fun FloatArray.reversed(): List<Float> \{ 
 if (isEmpty()) return emptyList()
 val list = toMutableList()
 list.reverse()
 return list
 \}

 // Returns a list with elements in reversed order.
 *\public fun DoubleArray.reversed(): List<Double> \{ 
 if (isEmpty()) return emptyList()
 val list = toMutableList()
 list.reverse()
 return list
 \}

 // Returns a list with elements in reversed order.
 *\public fun CharArray.reversed(): List<Char> \{ 
 if (isEmpty()) return emptyList()
 val list = toMutableList()
 list.reverse()
 return list
 \}

 // Returns a list with elements in reversed order.
 *\public fun ByteArray.reversed(): List<Byte> \{ 
 if (isEmpty()) return emptyList()
 val list = toMutableList()
 list.reverse()
 return list
 \}

 // Returns an array with elements in reversed order.
 *\public fun ShortArray.reversed(): ShortArray \{ 
 if (isEmpty()) return this
 val result = arrayOfNulls(this,
 size)
 val lastIndex = lastIndex
 for (i in 0..lastIndex)
 result[i] = this[i]
 return result
 \}

 // Returns an array with elements of this array in reversed order.
 *\public fun ShortArray.reversedArray(): ShortArray \{ 
 if (isEmpty()) return this
 val result = arrayOfNulls(this,
 size)
 val lastIndex = lastIndex
 for (i in 0..lastIndex)
 result[i] = this[i]
 return result
 \}

 // Returns an array with elements of this array in reversed order.
 *\public fun FloatArray.reversedArray(): FloatArray \{ 
 if (isEmpty()) return this
 val result = arrayOfNulls(this,
 size)
 val lastIndex = lastIndex
 for (i in 0..lastIndex)
 result[i] = this[i]
 return result
 \}

 // Returns an array with elements of this array in reversed order.
 *\public fun DoubleArray.reversedArray(): DoubleArray \{ 
 if (isEmpty()) return this
 val result = arrayOfNulls(this,
 size)
 val lastIndex = lastIndex
 for (i in 0..lastIndex)
 result[i] = this[i]
 return result
 \}

 // Returns an array with elements of this array in reversed order.
 *\public fun CharArray.reversedArray(): CharArray \{ 
 if (isEmpty()) return this
 val result = arrayOfNulls(this,
 size)
 val lastIndex = lastIndex
 for (i in 0..lastIndex)
 result[i] = this[i]
 return result
 \}

 // Returns an array with elements of this array in reversed order.
 *\public fun ByteArray.reversedArray(): ByteArray \{ 
 if (isEmpty()) return this
 val result = arrayOfNulls(this,
 size)
 val lastIndex = lastIndex
 for (i in 0..lastIndex)
 result[i] = this[i]
 return result
 \}
Returns an array with elements of this array in reversed order.

*\n
public fun FloatArray.reversedArray():

FloatArray {\n    if (isEmpty()) return this\n    val result = FloatArray(size)\n    val lastIndex = lastIndex\n    for (i in 0..lastIndex)\n        result[lastIndex - i] = this[i]\n    return result\n} *\n
*\n
public fun DoubleArray.reversedArray(): DoubleArray {

    if (isEmpty()) return this\n    val result = DoubleArray(size)\n    val lastIndex = lastIndex\n    for (i in 0..lastIndex)\n        result[lastIndex - i] = this[i]\n    return result\n} *\n
*\n
*\n
public fun BooleanArray.reversedArray(): BooleanArray {

    if (isEmpty()) return this\n    val result = BooleanArray(size)\n    val lastIndex = lastIndex\n    for (i in 0..lastIndex)\n        result[lastIndex - i] = this[i]\n    return result\n} *\n
*\n
*\n
public fun CharArray.reversedArray(): CharArray {

    if (isEmpty()) return this\n    val result = CharArray(size)\n    val lastIndex = lastIndex\n    for (i in 0..lastIndex)\n        result[lastIndex - i] = this[i]\n    return result\n} *\n
*\n
*\n
public fun IntArray.sortDescending(): Unit {

    if (size > 1) {
        sort()
        reverse()
    }
}

*\n
*\n
public fun DoubleArray.sortDescending(): Unit {

    if (size > 1) {
        sort()
        reverse()
    }
}

*\n
*\n
public fun FloatArray.sortDescending(): Unit {

    if (size > 1) {
        sort()
        reverse()
    }
}

*\n
*\n
public fun LongArray.sortDescending(): Unit {

    if (size > 1) {
        sort()
        reverse()
    }
}

*\n
*\n
public fun ShortArray.sortDescending(): Unit {

    if (size > 1) {
        sort()
        reverse()
    }
}

*\n
*\n
public fun ByteArray.sortDescending(): Unit {

    if (size > 1) {
        sort()
        reverse()
    }
}

*\n
*\n
public fun <T : Comparable<T>> Array<out T>.sortByDescending(crossinline selector: (T) -> R?): Unit {

    if (size > 1) {
        sortWith(\n            compareByDescending(selector)\n        )\n    }
}

*\n
*\n
public fun <T, R : Comparable<R>> Array<out T>.sortBy(crossinline selector: (T) -> R?): Unit {

    if (size > 1) {
        sortWith(\n            compareBy(selector)\n        )\n    }
}

*\n
*\n
public fun <T : Comparable<T>> Array<out T>.sortDescending(): Unit {

    if (size > 1) sortWith(\n        reverseOrder()\n    )\n}

*\n
*\n
public fun <T : Comparable<T>> Array<out T>.sortByDescending(crossinline selector: (T) -> R?): Unit {

    if (size > 1) sortWith(\n        compareByDescending(selector)\n    )\n}

*\n
*\n
public fun <T, R : Comparable<R>> Array<out T>.sortByDescending(crossinline selector: (T) -> R?): Unit {

    if (size > 1) sortWith(\n        compareByDescending(selector)\n    )\n}

*\n
*\n
public fun IntArray.sortDescending(): Unit {

    if (size > 1) {
        sort()
        reverse()
    }
}

*\n
*\n
public fun DoubleArray.sortDescending(): Unit {

    if (size > 1) {
        sort()
        reverse()
    }
}

*\n
*\n
public fun FloatArray.sortDescending(): Unit {

    if (size > 1) {
        sort()
        reverse()
    }
}

*\n
*\n
public fun LongArray.sortDescending(): Unit {

    if (size > 1) {
        sort()
        reverse()
    }
}

*\n
*\n
public fun ShortArray.sortDescending(): Unit {

    if (size > 1) {
        sort()
        reverse()
    }
}

*\n
*\n
public fun ByteArray.sortDescending(): Unit {

    if (size > 1) {
        sort()
        reverse()
    }
}

*\n
*\n
public fun <T : Comparable<T>> Array<out T>.sortByDescending(crossinline selector: (T) -> R?): Unit {

    if (size > 1) sortWith(\n        compareByDescending(selector)\n    )\n}

*\n
*\n
public fun <T, R : Comparable<R>> Array<out T>.sortByDescending(crossinline selector: (T) -> R?): Unit {

    if (size > 1) sortWith(\n        compareByDescending(selector)\n    )\n}

*\n
*\n
public fun <T : Comparable<T>> Array<out T>.sortDescending(): Unit {

    if (size > 1) sortWith(\n        reverseOrder()\n    )\n}

*\n
*\n
public fun <T : Comparable<T>> Array<out T>.sortByDescending(crossinline selector: (T) -> R?): Unit {

    if (size > 1) sortWith(\n        compareByDescending(selector)\n    )\n}

*\n
*\n
public fun <T, R : Comparable<R>> Array<out T>.sortByDescending(crossinline selector: (T) -> R?): Unit {

    if (size > 1) sortWith(\n        compareByDescending(selector)\n    )\n}

*\n
*\n
public fun IntArray.sortDescending(): Unit {

    if (size > 1) {
        sort()
        reverse()
    }
}

*\n
*\n
public fun DoubleArray.sortDescending(): Unit {

    if (size > 1) {
        sort()
        reverse()
    }
}

*\n
*\n
public fun FloatArray.sortDescending(): Unit {

    if (size > 1) {
        sort()
        reverse()
    }
}

*\n
*\n
public fun LongArray.sortDescending(): Unit {

    if (size > 1) {
        sort()
        reverse()
    }
}

*\n
*\n
public fun ShortArray.sortDescending(): Unit {

    if (size > 1) {
        sort()
        reverse()
    }
}

*\n
*\n
public fun ByteArray.sortDescending(): Unit {

    if (size > 1) {
        sort()
        reverse()
    }
}

*\n
*\n
public fun <T : Comparable<T>> Array<out T>.sortByDescending(crossinline selector: (T) -> R?): Unit {

    if (size > 1) sortWith(\n        compareByDescending(selector)\n    )\n}

*\n
*\n
public fun <T, R : Comparable<R>> Array<out T>.sortByDescending(crossinline selector: (T) -> R?): Unit {

    if (size > 1) sortWith(\n        compareByDescending(selector)\n    )\n}

*\n
*\n
public fun <T : Comparable<T>> Array<out T>.sortDescending(): Unit {

    if (size > 1) sortWith(\n        reverseOrder()\n    )\n}

*\n
*\n
public fun <T : Comparable<T>> Array<out T>.sortByDescending(crossinline selector: (T) -> R?): Unit {

    if (size > 1) sortWith(\n        compareByDescending(selector)\n    )\n}

*\n
*\n
public fun <T, R : Comparable<R>> Array<out T>.sortByDescending(crossinline selector: (T) -> R?): Unit {

    if (size > 1) sortWith(\n        compareByDescending(selector)\n    )\n}

*\n
*\n
public fun IntArray.sortDescending(): Unit {

    if (size > 1) {
        sort()
        reverse()
    }
}

*\n
*\n
public fun DoubleArray.sortDescending(): Unit {

    if (size > 1) {
        sort()
        reverse()
    }
}

*\n
*\n
public fun FloatArray.sortDescending(): Unit {

    if (size > 1) {
        sort()
        reverse()
    }
}

*\n
*\n
public fun LongArray.sortDescending(): Unit {

    if (size > 1) {
        sort()
        reverse()
    }
}

*\n
*\n
public fun ShortArray.sortDescending(): Unit {

    if (size > 1) {
        sort()
        reverse()
    }
}

*\n
*\n
public fun ByteArray.sortDescending(): Unit {

    if (size > 1) {
        sort()
        reverse()
    }
}

*\n
*\n
public fun <T : Comparable<T>> Array<out T>.sortByDescending(crossinline selector: (T) -> R?): Unit {

    if (size > 1) sortWith(\n        compareByDescending(selector)\n    )\n}

*\n
*\n
public fun <T, R : Comparable<R>> Array<out T>.sortByDescending(crossinline selector: (T) -> R?): Unit {

    if (size > 1) sortWith(\n        compareByDescending(selector)\n    )\n}

*\n
*\n
public fun <T : Comparable<T>> Array<out T>.sortDescending(): Unit {

    if (size > 1) sortWith(\n        reverseOrder()\n    )\n}

*\n
*\n
public fun <T : Comparable<T>> Array<out T>.sortByDescending(crossinline selector: (T) -> R?): Unit {

    if (size > 1) sortWith(\n        compareByDescending(selector)\n    )\n}

*\n
*\n
public fun <T, R : Comparable<R>> Array<out T>.sortByDescending(crossinline selector: (T) -> R?): Unit {

    if (size > 1) sortWith(\n        compareByDescending(selector)\n    )\n}
```kotlin
return toTypedArray().apply { sort() }.asList().sortedArray() { /* Returns an array with all elements of this array sorted according to their natural sort order. */ } // The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting. 

// Method with a type parameter
public <T : Comparable<T>> Array<T>.sortedArray(): Array<T> {
    if (isEmpty()) return this
    return this.copyOf().apply { sort() }.sortedArray() { /* Returns an array with all elements of this array sorted according to their natural sort order. */ } // The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting. 
}

/**
 * Returns an array with all elements of this array sorted according to their natural sort order. 

// Method with a type parameter
public <T : Comparable<T>> Array<T>.sortedArrayDescending(): Array<T> {
    if (isEmpty()) return this
    return this.copyOf().apply { sortWith(reverseOrder()) }.sortedArray() { /* Returns an array with all elements of this array sorted descending according to their natural sort order. */ } // The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting. 
}

/**
 * Returns a list of all elements sorted according to natural sort order of the value returned by specified [selector] function. 

// Method with a type parameter
public inline fun <T, R : Comparable<R>> Array<out T>.sortedBy(crossinline selector: (T) -> R?): List<T> {
    return sortedWith(compareBy(selector))
}
```

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sortedWith(compareBy(selector))

* Returns a list of all elements sorted according to natural sort order of the value returned by specified [selector] function.

```kotlin
public inline fun <R : Comparable<R>>

ShortArray.sortedBy(crossinline selector: (Short) -> R?): List<Short> {
    return sortedWith(compareBy(selector))
}

IntArray.sortedBy(crossinline selector: (Int) -> R?): List<Int> {
    return sortedWith(compareBy(selector))
}

LongArray.sortedBy(crossinline selector: (Long) -> R?): List<Long> {
    return sortedWith(compareBy(selector))
}

FloatArray.sortedBy(crossinline selector: (Float) -> R?): List<Float> {
    return sortedWith(compareBy(selector))
}

DoubleArray.sortedBy(crossinline selector: (Double) -> R?): List<Double> {
    return sortedWith(compareBy(selector))
}

BooleanArray.sortedBy(crossinline selector: (Boolean) -> R?): List<Boolean> {
    return sortedWith(compareBy(selector))
}

CharArray.sortedBy(crossinline selector: (Char) -> R?): List<Char> {
    return sortedWith(compareBy(selector))
}
```

Sorted descending:

```kotlin
public inline fun <T, R : Comparable<R>>

Array<out T>.sortedByDescending(crossinline selector: (T) -> R?): List<T> {
    return sortedWith(compareByDescending(selector))
}

ByteArray.sortedByDescending(crossinline selector: (Byte) -> R?): List<Byte> {
    return sortedWith(compareByDescending(selector))
}

ShortArray.sortedByDescending(crossinline selector: (Short) -> R?): List<Short> {
    return sortedWith(compareByDescending(selector))
}

IntArray.sortedByDescending(crossinline selector: (Int) -> R?): List<Int> {
    return sortedWith(compareByDescending(selector))
}

LongArray.sortedByDescending(crossinline selector: (Long) -> R?): List<Long> {
    return sortedWith(compareByDescending(selector))
}

FloatArray.sortedByDescending(crossinline selector: (Float) -> R?): List<Float> {
    return sortedWith(compareByDescending(selector))
}

DoubleArray.sortedByDescending(crossinline selector: (Double) -> R?): List<Double> {
    return sortedWith(compareByDescending(selector))
}

BooleanArray.sortedByDescending(crossinline selector: (Boolean) -> R?): List<Boolean> {
    return sortedWith(compareByDescending(selector))
}
```

Stable sort:

```kotlin
public inline fun <R : Comparable<R>>

ArrayOf<out R>.sortedByStable(crossinline selector: (R) -> R?): List<R> {
    return sortedWith(compareByStable(selector))
}

ArrayOf<out R>.sortedByDescendingStable(crossinline selector: (R) -> R?): List<R> {
    return sortedWith(compareByDescendingStable(selector))
}
```

Note: The `sortedWith` function uses a comparator to sort the elements. This allows for sorting based on complex conditions or custom comparison logic.
Comparable<R>> CharArray.sortedByDescending(crossinline selector: (Char) -> R?): List<Char> {
    return sortedWith(compareByDescending(selector))
}

/**
 * Returns a list of all elements sorted according to their natural sort order.
 * The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.
 */
public fun ByteArray.sortedDescending(): List<Byte> {
    return return copyOf().apply { sort() }.reversed()
}

public fun ShortArray.sortedDescending(): List<Short> {
    return return copyOf().apply { sort() }.reversed()
}

public fun IntArray.sortedDescending(): List<Long> {
    return return copyOf().apply { sort() }.reversed()
}

public fun DoubleArray.sortedDescending(): List<Double> {
    return return copyOf().apply { sort() }.reversed()
}

public fun BooleanArray.sortedDescending(): List<Boolean> {
    return return copyOf().apply { sort() }.reversed()
}

public fun CharArray.sortedDescending(): List<Char> {
    return return copyOf().apply { sort() }.reversed()
}

public fun ByteArray.sortedWith(comparator: Comparator<Byte>): List<Byte> {
    return sortedWith(comparator).asList()
}

public fun ShortArray.sortedWith(comparator: Comparator<Short>): List<Short> {
    return sortedWith(comparator).asList()
}

public fun IntArray.sortedWith(comparator: Comparator<Int>): List<Int> {
    return sortedWith(comparator).asList()
}

public fun LongArray.sortedWith(comparator: Comparator<Long>): List<Long> {
    return sortedWith(comparator).asList()
}

public fun DoubleArray.sortedWith(comparator: Comparator<Double>): List<Double> {
    return sortedWith(comparator).asList()
}

public fun BooleanArray.sortedWith(comparator: Comparator<Boolean>): List<Boolean> {
    return sortedWith(comparator).asList()
}

public fun Array<out T>.asList(): List<T> {
    return
}

Open Source Used In DNAC Platform Frey  5725
expect fun CharArray.asList(): List<Char> * Returns `true` if the two specified arrays are *deeply* equal to one another, *i.e.* contain the same number of the same elements in the same order.

* If two corresponding elements are nested arrays, they are also compared deeply.

* If any of arrays contains itself on any nesting level the behavior is undefined.

* The elements of other types are compared for equality with the [equals][Any.equals] function.

* For floating point numbers it means that NaN is equal to itself and -0.0 is not equal to 0.0.

* Returns a hash code based on the contents of this array as if it is an [Array].

* Nested arrays are treated as lists.

* If any of arrays contains itself on any nesting level the behavior is undefined.

* Returns a string representation of the contents of this array as if it is a [List].

* Nested arrays are treated as lists.

* If any of arrays contains itself on any nesting level the behavior is undefined.

* The elements are compared for equality with the [equals][Any.equals] function.

* For floating point numbers it means that NaN is equal to itself and -0.0 is not equal to 0.0.

* The elements are compared for equality with the [equals][Any.equals] function.

* For floating point numbers it means that NaN is equal to itself and -0.0 is not equal to 0.0.

* Returns the two specified arrays are *structurally* equal to one another, *i.e.* contain the same number of the same elements in the same order.

* The elements are compared for equality with the [equals][Any.equals] function.

* For floating point numbers it means that NaN is equal to itself and -0.0 is not equal to 0.0.

* Returns the two specified arrays are *structurally* equal to one another, *i.e.* contain the same number of the same elements in the same order.

* The elements are compared for equality with the [equals][Any.equals] function.

* For floating point numbers it means that NaN is equal to itself and -0.0 is not equal to 0.0.

* Returns the two specified arrays are *structurally* equal to one another, *i.e.* contain the same number of the same elements in the same order.

* The elements are compared for equality with the [equals][Any.equals] function.

* For floating point numbers it means that NaN is equal to itself and -0.0 is not equal to 0.0.

* Returns the two specified arrays are *structurally* equal to one another, *i.e.* contain the same number of the same elements in the same order.

* The elements are compared for equality with the [equals][Any.equals] function.

* For floating point numbers it means that NaN is equal to itself and -0.0 is not equal to 0.0.

* Returns the two specified arrays are *structurally* equal to one another, *i.e.* contain the same number of the same elements in the same order.

* The elements are compared for equality with the [equals][Any.equals] function.
Open Source Used In DNAC Platform Frey
samples.collections.Arrays.CopyOfOperations.copyOf\n
*/
public expect fun FloatArray.copyOf():
FloatArray\n\n* Returns new array which is a copy of the original array.\n* \n* @sample
samples.collections.Arrays.CopyOfOperations.copyOf\n
*/
public expect fun DoubleArray.copyOf():
DoubleArray\n\n* Returns new array which is a copy of the original array.\n* \n* @sample
samples.collections.Arrays.CopyOfOperations.copyOf\n
*/
public expect fun BooleanArray.copyOf():
BooleanArray\n\n* Returns new array which is a copy of the original array.\n* \n* @sample
samples.collections.Arrays.CopyOfOperations.copyOf\n
*/
public expect fun CharArray.copyOf():
CharArray\n\n* The copy is either truncated or padded at the end with zero values if necessary.\n* \n* - If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize].\n* - If [newSize] is greater than the size of the original array, the extra elements in the copy array are filled with zero values.\n* \n* @sample
samples.collections.Arrays.CopyOfOperations.resizedPrimitiveCopyOf\n
*/
public expect fun ByteArray.copyOf(newSize: Int): ByteArray\n\n* Returns new array which is a copy of the original array, resized to the given [newSize].\n* The copy is either truncated or padded at the end with zero values if necessary.\n* \n* - If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize].\n* - If [newSize] is greater than the size of the original array, the extra elements in the copy array are filled with zero values.\n* \n* @sample
samples.collections.Arrays.CopyOfOperations.resizedPrimitiveCopyOf\n
*/
public expect fun ShortArray.copyOf(newSize: Int): ShortArray\n\n* Returns new array which is a copy of the original array, resized to the given [newSize].\n* The copy is either truncated or padded at the end with zero values if necessary.\n* \n* - If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize].\n* - If [newSize] is greater than the size of the original array, the extra elements in the copy array are filled with zero values.\n* \n* @sample
samples.collections.Arrays.CopyOfOperations.resizedPrimitiveCopyOf\n
*/
public expect fun IntArray.copyOf(newSize: Int): IntArray\n\n* Returns new array which is a copy of the original array, resized to the given [newSize].\n* The copy is either truncated or padded at the end with zero values if necessary.\n* \n* - If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize].\n* - If [newSize] is greater than the size of the original array, the extra elements in the copy array are filled with zero values.\n* \n* @sample
samples.collections.Arrays.CopyOfOperations.resizedPrimitiveCopyOf\n
*/
public expect fun LongArray.copyOf(newSize: Int): LongArray\n\n* Returns new array which is a copy of the original array, resized to the given [newSize].\n* The copy is either truncated or padded at the end with zero values if necessary.\n* \n* - If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize].\n* - If [newSize] is greater than the size of the original array, the extra elements in the copy array are filled with zero values.\n* \n* @sample
samples.collections.Arrays.CopyOfOperations.resizedPrimitiveCopyOf\n
*/
public expect fun FloatArray.copyOf(newSize: Int): FloatArray\n\n* Returns new array which is a copy of the original array, resized to the given [newSize].\n* The copy is either truncated or padded at the end with zero values if necessary.\n* \n* - If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize].\n* - If [newSize] is greater than the size of the original array, the extra elements in the copy array are filled with zero values.\n* \n* @sample
samples.collections.Arrays.CopyOfOperations.resizedPrimitiveCopyOf\n
*/
public expect fun DoubleArray.copyOf(newSize: Int): DoubleArray\n\n* Returns new array which is a copy of the original array, resized to the given [newSize].\n* The copy is either truncated or padded at the end with null char (`\u0000`) values if necessary.\n* \n* - If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize].\n* - If [newSize] is greater than the size of the original array, the extra elements in the copy array are filled with null char (`\u0000`) values.\n* \n* @sample
samples.collections.Arrays.CopyOfOperations.resizedPrimitiveCopyOf\n
*/
public expect fun BooleanArray.copyOf(newSize: Int): BooleanArray\n\n* Returns new array which is a copy of the original array, resized to the given [newSize].\n* The copy is either truncated or padded at the end with null char (`\u0000`) values if necessary.\n* \n* - If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize].\n* - If [newSize] is greater than the size of the original array, the extra elements in the copy array are filled with null char (`\u0000`) values.\n* \n* @sample
samples.collections.Arrays.copyWithOperation.resizedPrimitiveCopyOf\n
CharArray.copyOf(newSize: Int): CharArray\n
Returns new array which is a copy of the original array, resized to the given [newSize]. An extra elements in the copy array are filled with `null` values if necessary.\n
- If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize].\n
- If [newSize] is greater than the size of the original array, the extra elements in the copy array are filled with `null` values.\n
\npublic expect fun CharArray.copyOf(int: Int): CharArray\n
Returns a new copy which is a specified range of the original array.\n
\n\npublic expect fun ByteArray.copyOfRange(fromIndex: Int, toIndex: Int): ByteArray\n
\n\npublic expect fun DoubleArray.copyOfRange(fromIndex: Int, toIndex: Int): DoubleArray\n
\n\npublic expect fun BooleanArray.copyOfRange(fromIndex: Int, toIndex: Int): BooleanArray\n
\n\npublic expect fun CharArray.copyOfRange(fromIndex: Int, toIndex: Int): CharArray\n
\n\n@SinceKotlin("1.3")
public expect fun <T> Array<T>.fill(element: T, fromIndex: Int = 0, toIndex: Int = size): Unit\n
\n\n@SinceKotlin("1.3")
public expect fun ByteArray.fill(element: Byte, fromIndex: Int = 0, toIndex: Int = size): Unit\n
\n
default.

@throws IndexOutOfBoundsException if \[\text{fromIndex}\] is less than zero or \[\text{toIndex}\] is greater than the size of this array. @throws IllegalArgumentOutOfRangeException if \[\text{fromIndex}\] is greater than \[\text{toIndex}\].

expect fun ShortArray.fill(element: Short, fromIndex: Int = 0, toIndex: Int = size): Unit @param \text{fromIndex}\n
expect fun IntArray.fill(element: Int, fromIndex: Int = 0, toIndex: Int = size): Unit

expect fun LongArray.fill(element: Long, fromIndex: Int = 0, toIndex: Int = size): Unit

expect fun FloatArray.fill(element: Float, fromIndex: Int = 0, toIndex: Int = size): Unit

expect fun DoubleArray.fill(element: Double, fromIndex: Int = 0, toIndex: Int = size): Unit

expect fun BooleanArray.fill(element: Boolean, fromIndex: Int = 0, toIndex: Int = size): Unit

expect fun CharArray.fill(element: Char, fromIndex: Int = 0, toIndex: Int = size): Unit

/**
 * Returns the range of valid indices for the array.
 */
@kotlin.internal.InlineOnly
public inline fun <T> Array<out T>.isEmpty(): Boolean {
    return size == 0
}

/**
 * Returns `true` if the array is empty.
 */
@kotlin.internal.InlineOnly
public inline fun
ByteArray.isEmpty(): Boolean {
    return size == 0
}

/**
 * Returns `true` if the array is empty.
 */
@kotlin.internal.InlineOnly
public inline fun ShortArray.isEmpty(): Boolean {
    return size == 0
}

/**
 * Returns `true` if the array is empty.
 */
@kotlin.internal.InlineOnly
public inline fun IntArray.isEmpty(): Boolean {
    return size == 0
}

/**
 * Returns `true` if the array is empty.
 */
@kotlin.internal.InlineOnly
public inline fun LongArray.isEmpty(): Boolean {
    return size == 0
}

/**
 * Returns `true` if the array is empty.
 */
@kotlin.internal.InlineOnly
public inline fun FloatArray.isEmpty(): Boolean {
    return size == 0
}

/**
 * Returns `true` if the array is empty.
 */
@kotlin.internal.InlineOnly
public inline fun DoubleArray.isEmpty(): Boolean {
    return size == 0
}

/**
 * Returns `true` if the array is empty.
 */
@kotlin.internal.InlineOnly
public inline fun BooleanArray.isEmpty(): Boolean {
    return size == 0
}

/**
 * Returns `true` if the array is empty.
 */
@kotlin.internal.InlineOnly
public inline fun CharArray.isEmpty(): Boolean {
    return size == 0
}

/**
 * Returns `true` if the array is empty.
 */
@kotlin.internal.InlineOnly
public inline fun <T> Array<out T>.isEmpty(): Boolean {
    return size == 0
}

/**
 * Returns `true` if the array is empty.
 */
@kotlin.internal.InlineOnly
public inline fun ByteArray.isEmpty(): Boolean {
    return size == 0
}

/**
 * Returns the last valid index for the array.
 */
public val ByteArray.lastIndexOf: Int
    get() = size - 1

/**
 * Returns the last valid index for the array.
 */
public val ShortArray.lastIndexOf: Int
    get() = size - 1

/**
 * Returns the last valid index for the array.
 */
public val IntArray.lastIndexOf: Int
    get() = size - 1

/**
 * Returns the last valid index for the array.
 */
public val LongArray.lastIndexOf: Int
    get() = size - 1

/**
 * Returns the last valid index for the array.
 */
public val FloatArray.lastIndexOf: Int
    get() = size - 1

/**
 * Returns the last valid index for the array.
 */
public val DoubleArray.lastIndexOf: Int
    get() = size - 1

/**
 * Returns the last valid index for the array.
 */
public val BooleanArray.lastIndexOf: Int
    get() = size - 1

/**
 * Returns the last valid index for the array.
 */
public val CharArray.lastIndexOf: Int
    get() = size - 1

/**
 * Returns an array containing all elements of the original array and then the given [element].
 */
@Suppress("NO_ACTUAL_FOR_EXPECT")
public expect operator fun <T> Array<T>.plus(element: T): Array<T>

/**
 * Returns an array containing all elements of the original array and then the given [element].
 */
public expect operator fun ByteArray.plus(element: Byte): ByteArray

/**
 * Returns an array containing all elements of the original array and then the given [element].
 */
public expect operator fun ShortArray.plus(element: Short): ShortArray

/**
 * Returns an array containing all elements of the original array and then the given [element].
 */
public expect operator fun IntArray.plus(element: Int): IntArray

/**
 * Returns an array containing all elements of the original array and then the given [element].
 */
public expect operator fun LongArray.plus(element: Long): LongArray

/**
 * Returns an array containing all elements of the original array and then the given [element].
 */
public expect operator fun FloatArray.plus(element: Float): FloatArray

/**
 * Returns an array containing all elements of the original array and then the given [element].
 */
public expect operator fun DoubleArray.plus(element: Double): DoubleArray

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original array and then the given [element].
 */
public expect operator fun CharArray.plus(element: Char):
CharArray

/**
 * Returns an array containing all elements of the original array and then all elements of the
 * given [elements] collection.
 */
@Suppress("NO_ACTUAL_FOR_EXPECT")
public expect operator fun <T> Array<T>.plus(elements: Collection<T>): Array<T>

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] collection.
 */
public expect operator fun ByteArray.plus(elements: Collection<Byte>): ByteArray

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] collection.
 */
public expect operator fun ShortArray.plus(elements: Collection<Short>): ShortArray

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] collection.
 */
public expect operator fun IntArray.plus(elements: Collection<Int>): IntArray

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] collection.
 */
public expect operator fun LongArray.plus(elements: Collection<Long>): LongArray

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] collection.
 */
public expect operator fun FloatArray.plus(elements: Collection<Float>): FloatArray

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] collection.
 */
public expect operator fun DoubleArray.plus(elements: Collection<Double>): DoubleArray

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] collection.
 */
public expect operator fun BooleanArray.plus(elements: Collection<Boolean>): BooleanArray

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] collection.
 */
public expect operator fun CharArray.plus(elements: Collection<Char>): CharArray

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] collection.
 */
public expect operator fun ByteArray.plus(elements: ByteArray): ByteArray

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] collection.
 */
public expect operator fun ShortArray.plus(elements: ShortArray): ShortArray

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] collection.
 */
public expect operator fun IntArray.plus(elements: IntArray): IntArray

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] collection.
 */
public expect operator fun LongArray.plus(elements: LongArray): LongArray

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] collection.
 */
public expect operator fun FloatArray.plus(elements: FloatArray): FloatArray

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] collection.
 */
public expect operator fun DoubleArray.plus(elements: DoubleArray): DoubleArray

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] collection.
 */
public expect operator fun BooleanArray.plus(elements: BooleanArray): BooleanArray

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] collection.
 */
public expect operator fun CharArray.plus(elements: CharArray): CharArray

/**
 * Sorts the array in-place.
 * 
 * @sample samples.collections.Arrays.Sorting.sortArray
 */
public expect fun IntArray.sort(): Unit

/**
 * Sorts the array in-place.
 * 
 * @sample samples.collections.Arrays.Sorting.sortArray
 */
public expect fun LongArray.sort(): Unit

/**
 * Sorts the array in-place.
 * 
 * @sample samples.collections.Arrays.Sorting.sortArray
 */
public expect fun FloatArray.sort(): Unit

/**
 * Sorts the array in-place.
 * 
 * @sample samples.collections.Arrays.Sorting.sortArray
 */
public expect fun DoubleArray.sort(): Unit

fun Arrays.sortArray

samples.collections.Arrays.Sorting.sortArray*/

public expect fun ByteArray.sort(): Unit

samples.collections.Arrays.Sorting.sortArray*/

public expect fun ShortArray.sort(): Unit

samples.collections.Arrays.Sorting.sortArray*/

public expect fun DoubleArray.sort(): Unit

samples.collections.Arrays.Sorting.sortArray*/

public expect fun FloatArray.sort(): Unit

samples.collection
array in-place.

@sample samples.collections.Arrays.Sorting.sortArray

/**
 * Sorts the array in-place according to the natural order of its elements.
 * The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.
 */
public expect fun CharArray.sort(): Unit

/**
 * Sorts the array in-place according to the order specified by the given [comparator].
 * The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.
 */
public expect fun <T : Comparable<T>> Array<out T>.sort(): Unit

/**
 * Sorts the array in-place according to the order specified by the given [comparator].
 */
public expect fun <T> Array<out T>.sortWith(comparator: Comparator<T>): Unit

/**
 * Returns a *typed* object array containing all of the elements of this primitive array.
 */
public expect fun ByteArray.toTypedArray(): Array<Byte>

/**
 * Returns a *typed* object array containing all of the elements of this primitive array.
 */
public expect fun ShortArray.toTypedArray(): Array<Short>

/**
 * Returns a *typed* object array containing all of the elements of this primitive array.
 */
public expect fun IntArray.toTypedArray(): Array<Int>

/**
 * Returns a *typed* object array containing all of the elements of this primitive array.
 */
public expect fun LongArray.toTypedArray(): Array<Long>

/**
 * Returns a *typed* object array containing all of the elements of this primitive array.
 */
public expect fun FloatArray.toTypedArray(): Array<Float>

/**
 * Returns a *typed* object array containing all of the elements of this primitive array.
 */
public expect fun DoubleArray.toTypedArray(): Array<Double>

/**
 * Returns a *typed* object array containing all of the elements of this primitive array.
 */
public expect fun BooleanArray.toTypedArray(): Array<Boolean>

/**
 * Returns a *typed* object array containing all of the elements of this primitive array.
 */
public expect fun CharArray.toTypedArray(): Array<Char>

/**
 * Returns an array of Double containing all of the elements of this generic array.
 */
public expect fun Array<Double>.toDoubleArray(): DoubleArray{
    return DoubleArray(size) { index -> this[index] }
}

/**
 * Returns a *typed* object array containing all of the elements of this primitive array.
 */
public expect fun BooleanArray.toDoubleArray(): BooleanArray{
    return BooleanArray(size) { index -> this[index] }
}

/**
 * Returns a *typed* object array containing all of the elements of this primitive array.
 */
public expect fun IntArray.toDoubleArray(): IntArray{
    return IntArray(size) { index -> this[index] }
}

/**
 * Returns a *typed* object array containing all of the elements of this primitive array.
 */
public expect fun LongArray.toDoubleArray(): LongArray{
    return LongArray(size) { index -> this[index] }
}

/**
 * Returns a *typed* object array containing all of the elements of this primitive array.
 */
public expect fun FloatArray.toDoubleArray(): FloatArray{
    return FloatArray(size) { index -> this[index] }
}

/**
 * Returns a *typed* object array containing all of the elements of this primitive array.
 */
public expect fun DoubleArray.toDoubleArray(): DoubleArray{
    return DoubleArray(size) { index -> this[index] }
}

/**
 * Returns a *typed* object array containing all of the elements of this primitive array.
 */
public expect fun BooleanArray.toDoubleArray(): BooleanArray{
    return BooleanArray(size) { index -> this[index] }
}

/**
 * Returns a *typed* object array containing all of the elements of this primitive array.
 */
public expect fun CharArray.toDoubleArray(): CharArray{
    return CharArray(size) { index -> this[index] }
}

/**
 * Returns an array of Int containing all of the elements of this generic array.
 */
public expect fun Array<Int>.toIntArray(): IntArray{
    return IntArray(size) { index -> this[index] }
}

/**
 * Returns an array of Long containing all of the elements of this generic array.
 */
public expect fun Array<Long>.toLongArray(): LongArray{
    return LongArray(size) { index -> this[index] }
}

/**
 * Returns an array of Float containing all of the elements of this generic array.
 */
public expect fun Array<Float>.toFloatArray(): FloatArray{
    return FloatArray(size) { index -> this[index] }
}

/**
 * Returns an array of Double containing all of the elements of this generic array.
 */
public expect fun Array<Double>.toDoubleArray(): DoubleArray{
    return DoubleArray(size) { index -> this[index] }
}

/**
 * Returns an array of Byte containing all of the elements of this generic array.
 */
public expect fun Array<Byte>.toByteArray(): ByteArray{
    return ByteArray(size) { index -> this[index] }
}

/**
 * Returns an array of Char containing all of the elements of this generic array.
 */
public expect fun Array<Char>.toCharArray(): CharArray{
    return CharArray(size) { index -> this[index] }
}

/**
 * Returns an array of Long containing all of the elements of this primitive array.
 */
public expect fun LongArray.toLongArray(): LongArray{
    return LongArray(size) { index -> this[index] }
}

/**
 * Returns a *typed* object array containing all of the elements of this primitive array.
 */
public expect fun ByteArray.toTypedArray(): Array<Byte>{
    return ByteArray(size) { index -> this[index] }
}

/**
 * Returns a *typed* object array containing all of the elements of this primitive array.
 */
public expect fun ShortArray.toTypedArray(): Array<Short>{
    return ShortArray(size) { index -> this[index] }
}

/**
 * Returns a *typed* object array containing all of the elements of this primitive array.
 */
public expect fun IntArray.toTypedArray(): Array<Int>{
    return IntArray(size) { index -> this[index] }
}

/**
 * Returns a *typed* object array containing all of the elements of this primitive array.
 */
public expect fun LongArray.toTypedArray(): Array<Long>{
    return LongArray(size) { index -> this[index] }
}

/**
 * Returns a *typed* object array containing all of the elements of this primitive array.
 */
public expect fun FloatArray.toTypedArray(): Array<Float>{
    return FloatArray(size) { index -> this[index] }
}

/**
 * Returns a *typed* object array containing all of the elements of this primitive array.
 */
public expect fun DoubleArray.toTypedArray(): Array<Double>{
    return DoubleArray(size) { index -> this[index] }
}

/**
 * Returns a *typed* object array containing all of the elements of this primitive array.
 */
public expect fun BooleanArray.toTypedArray(): Array<Bool...
mapCapacity(size).coerceAtLeast(16)\n    return associateTo(LinkedHashMap<K, V>(capacity),
        transform)\n    \n    * Returns a [Map] containing key-value pairs provided by [transform] function\n    * applied to elements of the given array.\n    * \n    * If any of two pairs would have the same key the last one gets added to the
    * map.\n    * \n    * The returned map preserves the entry iteration order of the original array.\n    * \n    \n    public inline fun <K, V> IntArray.associate(transform: (Int) -> Pair<K, V>): Map<K, V> {\n        \n        \n        * Returns a [Map] containing key-value pairs provided by [transform] function\n        * applied to elements of the given array.\n        * \n        * If any of two pairs would have the same key the last one gets added to the
        * map.\n        * \n        * The returned map preserves the entry iteration order of the original array.\n        * \n        \n    public inline fun <K, V> LongArray.associate(transform: (Long) -> Pair<K, V>): Map<K, V> {\n        \n        \n        * Returns a [Map] containing key-value pairs provided by [transform] function\n        * applied to elements of the given array.\n        * \n        * If any of two pairs would have the same key the last one gets added to the
        * map.\n        * \n        * The returned map preserves the entry iteration order of the original array.\n        * \n        \n    public inline fun <K, V> FloatArray.associate(transform: (Float) -> Pair<K, V>): Map<K, V> {\n        \n        \n        * Returns a [Map] containing key-value pairs provided by [transform] function\n        * applied to elements of the given array.\n        * \n        * If any of two pairs would have the same key the last one gets added to the
        * map.\n        * \n        * The returned map preserves the entry iteration order of the original array.\n        * \n        \n    public inline fun <K, V> DoubleArray.associate(transform: (Double) -> Pair<K, V>): Map<K, V> {\n        \n        \n        * Returns a [Map] containing key-value pairs provided by [transform] function\n        * applied to elements of the given array.\n        * \n        * If any of two pairs would have the same key the last one gets added to the
        * map.\n        * \n        * The returned map preserves the entry iteration order of the original array.\n        * \n        \n    public inline fun <K> BooleanArray.associate(transform: (Boolean) -> Pair<K, V>): Map<K, V> {\n        \n        \n        * Returns a [Map] containing key-value pairs provided by [transform] function\n        * applied to elements of the given array.\n        * \n        * If any of two pairs would have the same key the last one gets added to the
        * map.\n        * \n        * The returned map preserves the entry iteration order of the original array.\n        * \n        \n    public inline fun <K> CharArray.associate(transform: (Char) -> Pair<K, V>): Map<K, V> {\n        \n        \n        * Returns a [Map] containing key-value pairs provided by [transform] function\n        * applied to elements of the given array.\n        * \n        * If any of two pairs would have the same key the last one gets added to the
        * map.\n        * \n        * The returned map preserves the entry iteration order of the original array.\n        * \n        \n    public inline fun <T, K> Array<out T>.associateBy(keySelector: (T) -> K): Map<K, T> {\n        \n        \n        * Returns a [Map] containing the elements from the given array indexed by the key\n        * returned from [keySelector] function applied to each element.\n        * \n        * If any two elements would have the same key returned by [keySelector] the last one gets added to the
        * map.\n        * \n        * The returned map preserves the entry iteration order of the original array.\n        * \n        \n    public inline fun <K> ByteArray.associateBy(keySelector: (Byte) -> K): Map<K, Byte> {\n        \n        \n        * Returns a [Map] containing the elements from the given array indexed by the key\n        * returned from [keySelector] function applied to each element.\n        * \n        * If any two elements would have the same key returned by [keySelector] the last one gets added to the
        * map.\n        * \n        * The returned map preserves the entry iteration order of the original array.\n        * \n        \n    public inline fun <K, T> ShortArray.associateBy(keySelector: (Short) -> K): Map<K, T> {\n        \n        \n        * Returns a [Map] containing the elements from the given array indexed by the key\n        * returned from [keySelector] function applied to each element.\n        * \n        * If any two elements would have the same key returned by [keySelector] the last one gets added to the
        * map.\n        * \n        * The returned map preserves the entry iteration order of the original array.\n        * \n        \n    public inline fun <K> ShortArray.associateBy(keySelector: (Short) -> K): Map<K, Short> {\n        \n        \n        * Returns a [Map] containing the elements from the given array indexed by the key\n        * returned from [keySelector] function applied to each element.\n        * \n        * If any two elements would have the same key returned by [keySelector] the last one gets added to the
        * map.\n        * \n        * The returned map preserves the entry iteration order of the original array.\n        * \n        \n    Open Source Used In DNAC Platform Frey 5736
by the key * returned from [keySelector] function applied to each element. If any two elements would have the same key returned by [keySelector] the last one gets added to the map. The returned map preserves the entry iteration order of the original array. * Returns a [Map] containing the elements from the given array indexed by the key * returned from [keySelector] function applied to each element. If any two elements would have the same key returned by [keySelector] the last one gets added to the map. The returned map preserves the entry iteration order of the original array. * Returns a [Map] containing the elements from the given array indexed by the key * returned from [keySelector] function applied to each element. If any two elements would have the same key returned by [keySelector] the last one gets added to the map. The returned map preserves the entry iteration order of the original array. * Returns a [Map] containing the elements from the given array indexed by the key * returned from [keySelector] function applied to each element. If any two elements would have the same key returned by [keySelector] the last one gets added to the map. The returned map preserves the entry iteration order of the original array. * Returns a [Map] containing the elements from the given array indexed by the key * returned from [keySelector] function applied to each element. If any two elements would have the same key returned by [keySelector] the last one gets added to the map. The returned map preserves the entry iteration order of the original array. * Returns a [Map] containing the elements from the given array indexed by the key * returned from [keySelector] function applied to each element. If any two elements would have the same key returned by [keySelector] the last one gets added to the map. The returned map preserves the entry iteration order of the original array. * Returns a [Map] containing the elements from the given array indexed by the key * returned from [keySelector] function applied to each element. If any two elements would have the same key returned by [keySelector] the last one gets added to the map. The returned map preserves the entry iteration order of the original array. * Returns a [Map] containing the elements from the given array indexed by the key * returned from [keySelector] function applied to each element. If any two elements would have the same key returned by [keySelector] the last one gets added to the map. The returned map preserves the entry iteration order of the original array. * Returns a [Map] containing the elements from the given array indexed by the key * returned from [keySelector] function applied to each element. If any two elements would have the same key returned by [keySelector] the last one gets added to the map. The returned map preserves the entry iteration order of the original array. * Returns a [Map] containing the elements from the given array indexed by the key * returned from [keySelector] function applied to each element. If any two elements would have the same key returned by [keySelector] the last one gets added to the map. The returned map preserves the entry iteration order of the original array. * Returns a [Map] containing the elements from the given array indexed by the key * returned from [keySelector] function applied to each element. If any two elements would have the same key returned by [keySelector] the last one gets added to the map. The returned map preserves the entry iteration order of the original array. * Returns a [Map] containing the elements from the given array indexed by the key * returned from [keySelector] function applied to each element. If any two elements would have the same key returned by [keySelector] the last one gets added to the map. The returned map preserves the entry iteration order of the original array. * Returns a [Map] containing the elements from the given array indexed by the key * returned from [keySelector] function applied to each element. If any two elements would have the same key returned by [keySelector] the last one gets added to the map. The returned map preserves the entry iteration order of the original array. * Returns a [Map] containing the elements from the given array indexed by the key * returned from [keySelector] function applied to each element. If any two elements would have the same key returned by [keySelector] the last one gets added to the map. The returned map preserves the entry iteration order of the original array. * Returns a [Map] containing the elements from the given array indexed by the key * returned from [keySelector] function applied to each element. If any two elements would have the same key returned by [keySelector] the last one gets added to the map. The returned map preserves the entry iteration order of the original array. * Returns a [Map] containing the elements from the given array indexed by the key * returned from [keySelector] function applied to each element. If any two elements would have the same key returned by [keySelector] the last one gets added to the map. The returned map preserves the entry iteration order of the original array. * Returns a [Map] containing the elements from the given array indexed by the key * returned from [keySelector] function applied to each element. If any two elements would have the same key returned by [keySelector] the last one gets added to the map. The returned map preserves the entry iteration order of the original array. * Returns a [Map] containing the elements from the given array indexed by the key * returned from [keySelector] function applied to each element. If any two elements would have the same key returned by [keySelector] the last one gets added to the map. The returned map preserves the entry iteration order of the original array. * Returns a [Map] containing the elements from the given array indexed by the key * returned from [keySelector] function applied to each element. If any two elements would have the same key returned by [keySelector] the last one gets added to the map. The returned map preserves the entry iteration order of the original array. * Returns a [Map] containing the elements from the given array indexed by the key * returned from [keySelector] function applied to each element. If any two elements would have the same key returned by [keySelector] the last one gets added to the map. The returned map preserves the entry iteration order of the original array.
Returns a [Map] containing the values provided by [valueTransform] and indexed by [keySelector] functions applied to elements of the given array.\n * * * * * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.\n * * * * * The returned map preserves the entry iteration order of the original array.\n  */

public inline fun <K, V> IntArray.associateBy(keySelector: (Int) -> K, valueTransform: (Int) -> V): Map<K, V> {\n    val capacity = mapCapacity(size).coerceAtLeast(16)\n    return associateByTo(LinkedHashMap<K, V>(capacity), keySelector, valueTransform)\n}

/**
 * Returns a [Map] containing the values provided by [valueTransform] and indexed by [keySelector] functions applied to elements of the given array.\n * * * * * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.\n * * * * * The returned map preserves the entry iteration order of the original array.\n */

public inline fun <K, V, M : Array<out V>> M.associateByTo(destination: M, keySelector: (V) -> K): M {
    for (element in this) {
        destination.put(keySelector(element), element)\n    }
    return destination
}

/**
 * Populates and returns the [destination] mutable map with key-value pairs, where key is provided by the [keySelector] function applied to each element of the given array and value is the element itself.\n * * * * * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.\n * * * * * The returned map preserves the entry iteration order of the original array.\n */

public inline fun <K, M : MutableMap<in K, in Short>> ShortArray.associateByTo(destination: M, keySelector: (Short) -> K): M {
    for (element in this) {
        destination.put(keySelector(element), element)
    }
    return destination
}

/**
 * Populates and returns the [destination] mutable map with key-value pairs,\n * where key is provided by the [keySelector] function applied to each element of the given array\n * and value is the element itself.\n * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.\n */
public inline fun <K, M : MutableMap<in K, in Int>> IntArray.associateByTo(destination: M, keySelector: (Int) -> K): M {
    for (element in this) {
        destination.put(keySelector(element), element)
    }
    return destination
}

/**
 * Populates and returns the [destination] mutable map with key-value pairs,\n * where key is provided by the [keySelector] function applied to each element of the given array\n * and value is the element itself.\n * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.\n */
public inline fun <K, M : MutableMap<in K, in Long>> LongArray.associateByTo(destination: M, keySelector: (Long) -> K): M {
    for (element in this) {
        destination.put(keySelector(element), element)
    }
    return destination
}

/**
 * Populates and returns the [destination] mutable map with key-value pairs,\n * where key is provided by the [keySelector] function applied to each element of the given array\n * and value is the element itself.\n * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.\n */
public inline fun <K, M : MutableMap<in K, in Float>> FloatArray.associateByTo(destination: M, keySelector: (Float) -> K): M {
    for (element in this) {
        destination.put(keySelector(element), element)
    }
    return destination
}

/**
 * Populates and returns the [destination] mutable map with key-value pairs,\n * where key is provided by the [keySelector] function applied to each element of the given array\n * and value is the element itself.\n * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.\n */
public inline fun <K, M : MutableMap<in K, in Double>> DoubleArray.associateByTo(destination: M, keySelector: (Double) -> K): M {
    for (element in this) {
        destination.put(keySelector(element), element)
    }
    return destination
}

/**
 * Populates and returns the [destination] mutable map with key-value pairs,\n * where key is provided by the [keySelector] function applied to each element of the given array\n * and value is the element itself.\n * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.\n */
public inline fun <K, M : MutableMap<in K, in Boolean>> BooleanArray.associateByTo(destination: M, keySelector: (Boolean) -> K): M {
    for (element in this) {
        destination.put(keySelector(element), element)
    }
    return destination
}

/**
 * Populates and returns the [destination] mutable map with key-value pairs,\n * where key is provided by the [keySelector] function and\n * value is provided by the [valueTransform] function applied to elements of the given array.\n * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.\n */
public inline fun <T, K, V, M : MutableMap<in K, in V>> Array<out T>.associateByTo(destination: M, keySelector: (T) -> K, valueTransform: (T) -> V): M {
    for (element in this) {
        destination.put(keySelector(element), valueTransform(element))
    }
    return destination
}

/**
 * Populates and returns the [destination] mutable map with key-value pairs,\n * where key is provided by the [keySelector] function and\n * value is provided by the [valueTransform] function applied to elements of the given array.\n * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.\n */
public inline fun <K, V, M : MutableMap<in K, in V>> ByteArray.associateByTo(destination: M, keySelector: (Byte) -> K, valueTransform: (Byte) -> V): M {
    for (element in this) {
        destination.put(keySelector(element), valueTransform(element))
    }
    return destination
}
**public inline fun <K, V, M : MutableMap<K, V>, in V>> ShortArray.associateByTo(destination: M, keySelector: (Short) -> K, valueTransform: (Short) -> V): M {
    for (element in this) {
        destination.put(keySelector(element), valueTransform(element))
    }
    return destination
}**

*Populates and returns the [destination] mutable map with key-value pairs,*

**where key is provided by the [keySelector] function and* *

*and value is provided by the [valueTransform] function applied to elements of the given array.*

*If any two elements would have the same key returned by [keySelector] the last one gets added to the map.*

**public inline fun <K, V, M : MutableMap<K, V>, in V>> IntArray.associateByTo(destination: M, keySelector: (Int) -> K, valueTransform: (Int) -> V): M {
    for (element in this) {
        destination.put(keySelector(element), valueTransform(element))
    }
    return destination
}**

*Populates and returns the [destination] mutable map with key-value pairs,*

*where key is provided by the [keySelector] function and* *

*and value is provided by the [valueTransform] function applied to elements of the given array.*

*If any two elements would have the same key returned by [keySelector] the last one gets added to the map.*

**public inline fun <K, V, M : MutableMap<K, V>, in V>> LongArray.associateByTo(destination: M, keySelector: (Long) -> K, valueTransform: (Long) -> V): M {
    for (element in this) {
        destination.put(keySelector(element), valueTransform(element))
    }
    return destination
}**

*Populates and returns the [destination] mutable map with key-value pairs,*

*where key is provided by the [keySelector] function and* *

*and value is provided by the [valueTransform] function applied to elements of the given array.*

*If any two elements would have the same key returned by [keySelector] the last one gets added to the map.*

**public inline fun <K, V, M : MutableMap<K, V>, in V>> FloatArray.associateByTo(destination: M, keySelector: (Float) -> K, valueTransform: (Float) -> V): M {
    for (element in this) {
        destination.put(keySelector(element), valueTransform(element))
    }
    return destination
}**

*Populates and returns the [destination] mutable map with key-value pairs,*

*where key is provided by the [keySelector] function and* *

*and value is provided by the [valueTransform] function applied to elements of the given array.*

*If any two elements would have the same key returned by [keySelector] the last one gets added to the map.*

**public inline fun <K, V, M : MutableMap<K, V>, in V>> DoubleArray.associateByTo(destination: M, keySelector: (Double) -> K, valueTransform: (Double) -> V): M {
    for (element in this) {
        destination.put(keySelector(element), valueTransform(element))
    }
    return destination
}**

*Populates and returns the [destination] mutable map with key-value pairs,*

*where key is provided by the [keySelector] function and* *

*and value is provided by the [valueTransform] function applied to elements of the given array.*

*If any two elements would have the same key returned by [keySelector] the last one gets added to the map.*

**public inline fun <K, V, M : MutableMap<K, V>, in V>> BooleanArray.associateByTo(destination: M, keySelector: (Boolean) -> K, valueTransform: (Boolean) -> V): M {
    for (element in this) {
        destination.put(keySelector(element), valueTransform(element))
    }
    return destination
}**

*Populates and returns the [destination] mutable map with key-value pairs,*

*where key is provided by the [keySelector] function and* *

*and value is provided by the [valueTransform] function applied to elements of the given array.*

*If any two elements would have the same key returned by [keySelector] the last one gets added to the map.*

**public inline fun <T, K, V, M : MutableMap<K, V>, in V>> Array<out T>.associateByTo(destination: M, transform: (T) -> Pair<K, V>): M {
    for (element in this) {
        destination += transform(element)
    }
    return destination
}**

*Populates and returns the [destination] mutable map with key-value pairs,*

*where key is provided by the [keySelector] function and* *

*and value is provided by the [valueTransform] function applied to elements of the given array.*

*If any of two pairs would have the same key then the last one gets added to the map.*

**public inline fun <K, V, M : MutableMap<K, V>, in V>> ByteArray.associateByTo(destination: M, transform: (Byte) -> Pair<K, V>): M {
    for (element in this) {
        destination += transform(element)
    }
    return destination
}**

*Populates and returns the [destination] mutable map with key-value pairs,*

*where key is provided by the [keySelector] function and* *

*and value is provided by the [valueTransform] function applied to elements of the given array.*

*If any of two pairs would have the same key then the last one gets added to the map.*

---

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provided by [transform] function applied to each element of the given array.

* * *

If any of two pairs would have the same key the last one gets added to the map.

* * *

Populates and returns the [destination] mutable map with key-value pairs.

* * *

Populates and returns the [destination] mutable map with key-value pairs.

* * *

Populates and returns the [destination] mutable map with key-value pairs.

* * *

Populates and returns the [destination] mutable map with key-value pairs.

* * *

Populates and returns the [destination] mutable map with key-value pairs.

* * *

Populates and returns the [destination] mutable map with key-value pairs.

* * *

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* * *

Populates and returns the [destination] mutable map with key-value pairs.

* * *
destination\n\n/**
 * Returns a [HashSet] of all elements.
 */
public fun <T> Array<out T>.toHashSet(): HashSet<T> {
    return toCollection(HashSet<T>(mapCapacity(size)))
}

/**
 * Returns a [HashSet] of all elements.
 */
public fun ByteArray.toHashSet(): HashSet<Byte> {
    return toCollection(HashSet<Byte>(mapCapacity(size)))
}

/**
 * Returns a [HashSet] of all elements.
 */
public fun ShortArray.toHashSet(): HashSet<Short> {
    return toCollection(HashSet<Short>(mapCapacity(size)))
}

/**
 * Returns a [HashSet] of all elements.
 */
public fun IntArray.toHashSet(): HashSet<Int> {
    return toCollection(HashSet<Int>(mapCapacity(size)))
}

/**
 * Returns a [HashSet] of all elements.
 */
public fun LongArray.toHashSet(): HashSet<Long> {
    return toCollection(HashSet<Long>(mapCapacity(size)))
}

/**
 * Returns a [HashSet] of all elements.
 */
public fun FloatArray.toHashSet(): HashSet<Float> {
    return toCollection(HashSet<Float>(mapCapacity(size)))
}

/**
 * Returns a [HashSet] of all elements.
 */
public fun DoubleArray.toHashSet(): HashSet<Double> {
    return toCollection(HashSet<Double>(mapCapacity(size)))
}

/**
 * Returns a [HashSet] of all elements.
 */
public fun BooleanArray.toHashSet(): HashSet<Boolean> {
    return toCollection(HashSet<Boolean>(mapCapacity(size)))
}

/**
 * Returns a [HashSet] of all elements.
 */
public fun CharArray.toHashSet(): HashSet<Char> {
    return toCollection(HashSet<Char>(mapCapacity(size)))
}

/**
 * Returns a [List] containing all elements.
 */
public fun <T> Array<out T>.toList(): List<T> {
    return when (size) {
        0 -> emptyList()
        1 -> listOf(this[0])
        else -> this.toMutableList().\n    }
}

/**
 * Returns a [List] containing all elements.
 */
public fun ByteArray.toList(): List<Byte> {
    return when (size) {
        0 -> emptyList()
        1 -> listOf(this[0])
        else -> this.toMutableList()\n    }
}

/**
 * Returns a [List] containing all elements.
 */
public fun ShortArray.toList(): List<Short> {
    return when (size) {
        0 -> emptyList()
        1 -> listOf(this[0])
        else -> this.toMutableList()\n    }
}

/**
 * Returns a [List] containing all elements.
 */
public fun IntArray.toList(): List<Int> {
    return when (size) {
        0 -> emptyList()
        1 -> listOf(this[0])
        else -> this.toMutableList()\n    }
}

/**
 * Returns a [List] containing all elements.
 */
public fun LongArray.toList(): List<Long> {
    return when (size) {
        0 -> emptyList()
        1 -> listOf(this[0])
        else -> this.toMutableList()\n    }
}

/**
 * Returns a [List] containing all elements.
 */
public fun FloatArray.toList(): List<Float> {
    return when (size) {
        0 -> emptyList()
        1 -> listOf(this[0])
        else -> this.toMutableList()\n    }
}

/**
 * Returns a [List] containing all elements.
 */
public fun DoubleArray.toList(): List<Double> {
    return when (size) {
        0 -> emptyList()
        1 -> listOf(this[0])
        else -> this.toMutableList()\n    }
}

/**
 * Returns a [List] containing all elements.
 */
public fun BooleanArray.toList(): List<Boolean> {
    return when (size) {
        0 -> emptyList()
        1 -> listOf(this[0])
        else -> this.toMutableList()\n    }
}

/**
 * Returns a [List] containing all elements.
 */
public fun CharArray.toList(): List<Char> {
    return when (size) {
        0 -> emptyList()
        1 -> listOf(this[0])
        else -> this.toMutableList()\n    }
}
fun DoubleArray.toMutableList(): MutableList<Double> {
    val list = ArrayList<Double>(size)
    for (item in this) list.add(item)
    return list
}

/**
 * Returns a \[MutableList\] filled with all elements of this array.
 */
public fun BooleanArray.toMutableList(): MutableList<Boolean> {
    val list = ArrayList<Boolean>(size)
    for (item in this) list.add(item)
    return list
}

/**
 * Returns a \[MutableList\] filled with all elements of this array.
 */
public fun CharArray.toMutableList(): MutableList<Char> {
    val list = ArrayList<Char>(size)
    for (item in this) list.add(item)
    return list
}

/**
 * Returns a \[Set\] of all elements.
 * The returned set preserves the element iteration order of the original array.
 */
public fun <T> Array<out T>.toSet(): Set<T> {
    return when (size) {
        0 -> emptySet()
        1 -> setOf(this[0])
        else ->
            toCollection(LinkedHashSet<T>(mapCapacity(size)))
    }
}

/**
 * Returns a \[Set\] of all elements.
 * The returned set preserves the element iteration order of the original array.
 */
public fun ByteArray.toSet(): Set<Byte> {
    return when (size) {
        0 -> emptySet()
        1 -> setOf(this[0])
        else ->
            toCollection(LinkedHashSet<Byte>(mapCapacity(size)))
    }
}

/**
 * Returns a \[Set\] of all elements.
 * The returned set preserves the element iteration order of the original array.
 */
public fun ShortArray.toSet(): Set<Short> {
    return when (size) {
        0 -> emptySet()
        1 -> setOf(this[0])
        else ->
            toCollection(LinkedHashSet<Short>(mapCapacity(size)))
    }
}

/**
 * Returns a \[Set\] of all elements.
 * The returned set preserves the element iteration order of the original array.
 */
public fun IntArray.toSet(): Set<Int> {
    return when (size) {
        0 -> emptySet()
        1 -> setOf(this[0])
        else ->
            toCollection(LinkedHashSet<Int>(mapCapacity(size)))
    }
}

/**
 * Returns a \[Set\] of all elements.
 * The returned set preserves the element iteration order of the original array.
 */
public fun LongArray.toSet(): Set<Long> {
    return when (size) {
        0 -> emptySet()
        1 -> setOf(this[0])
        else ->
            toCollection(LinkedHashSet<Long>(mapCapacity(size)))
    }
}

/**
 * Returns a \[Set\] of all elements.
 * The returned set preserves the element iteration order of the original array.
 */
public fun FloatArray.toSet(): Set<Float> {
    return when (size) {
        0 -> emptySet()
        1 -> setOf(this[0])
        else ->
            toCollection(LinkedHashSet<Float>(mapCapacity(size)))
    }
}

/**
 * Returns a \[Set\] of all elements.
 * The returned set preserves the element iteration order of the original array.
 */
public fun DoubleArray.toSet(): Set<Double> {
    return when (size) {
        0 -> emptySet()
        1 -> setOf(this[0])
        else ->
            toCollection(LinkedHashSet<Double>(mapCapacity(size)))
    }
}

/**
 * Returns a \[Set\] of all elements.
 * The returned set preserves the element iteration order of the original array.
 */
public fun BooleanArray.toSet(): Set<Boolean> {
    return when (size) {
        0 -> emptySet()
        1 -> setOf(this[0])
        else ->
            toCollection(LinkedHashSet<Boolean>(mapCapacity(size)))
    }
}

/**
 * Returns a \[Set\] of all elements.
 * The returned set preserves the element iteration order of the original array.
 */
public fun CharArray.toSet(): Set<Char> {
    return when (size) {
        0 -> emptySet()
        1 -> setOf(this[0])
        else ->
            toCollection(LinkedHashSet<Char>(mapCapacity(size)))
    }
}

/**
 * Returns a single list of all elements yielded from results of \[transform\] function being invoked on each element of original array.
 */
public inline fun <T, R> Array<out T>.flatMap(transform: (T) -> Iterable<R>): List<R> {
    return flatMapTo(ArrayList<R>(), transform)
}

/**
 * Returns a single list of all elements yielded from results of \[transform\] function being invoked on each element of original array.
 */
public inline fun <R> ByteArray.flatMap(transform: (Byte) -> Iterable<R>): List<R> {
    return flatMapTo(ArrayList<R>(), transform)
}

/**
 * Returns a single list of all elements yielded from results of \[transform\] function being invoked on each element of original array.
 */
public inline fun <R> ShortArray.flatMap(transform: (Short) -> Iterable<R>): List<R> {
    return flatMapTo(ArrayList<R>(), transform)
}

/**
 * Returns a single list of all elements yielded from results of \[transform\] function being invoked on each element of original array.
 */
public inline fun <R> IntArray.flatMap(transform: (Int) -> Iterable<R>): List<R> {
    return flatMapTo(ArrayList<R>(), transform)
}

/**
 * Returns a single list of all elements yielded from results of \[transform\] function being invoked on each element of original array.
 */
public inline fun <R> LongArray.flatMap(transform: (Long) -> Iterable<R>): List<R> {
    return flatMapTo(ArrayList<R>(), transform)
}

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inline fun <R> FloatArray.flatMap(transform: (Float) -> Iterable<R>): List<R> {
    return flatMapTo(ArrayList<R>(), transform) *// Function being invoked on each element of original array. */
}

inline fun <R> DoubleArray.flatMap(transform: (Double) -> Iterable<R>): List<R> {
    return flatMapTo(ArrayList<R>(), transform) *// Function being invoked on each element of original array. */
}

/**
 * Returns a single list of all elements yielded from results of 
 * function being invoked on each element of original array.
 */
public inline fun <R> BooleanArray.flatMap(transform: (Boolean) -> Iterable<R>): List<R> {
    return flatMapTo(ArrayList<R>(), transform) *// Function being invoked on each element of original array. */
}

inline fun <R> CharArray.flatMap(transform: (Char) -> Iterable<R>): List<R> {
    return flatMapTo(ArrayList<R>(), transform) *// Function being invoked on each element of original array. */
}

/**
 * Appends all elements yielded from results of 
 * function being invoked on each element of original array, to the given [destination].
 */
public inline fun <R, C : MutableCollection<in R>> Array<out T>.flatMapTo(destination: C, transform: (T) -> Iterable<R>): C {
    for (element in this) {
        val list = transform(element)
        destination.addAll(list)
    }
    return destination
}

/**
 * Appends all elements yielded from results of 
 * function being invoked on each element of original array, to the given [destination].
 */
public inline fun <R, C : MutableCollection<in R>> ArrayList<R>.flatMapTo(destination: C, transform: (R) -> Iterable<R>): C {
    for (element in this) {
        val list = transform(element)
        destination.addAll(list)
    }
    return destination
}

/**
 * Groups elements of the original array by the key returned by the given [keySelector] function
 * applied to each element and returns a map
 * where each group key is associated with a list of corresponding elements.
 */
public inline fun <T, K> Array<out T>.groupBy(keySelector: (T) -> K): Map<K, List<T>> {
    return groupByTo(LinkedHashMap<K,

MutableList<T>>()
}

/**
 * Groups elements of the original array by the key returned by the given [keySelector] function applied to each element and returns a map where each group key is associated with a list of corresponding elements. The returned map preserves the entry iteration order of the keys produced from the original array.
 */

* sample

**
 * Groups elements of the original array by the key returned by the given [keySelector] function applied to each element and returns a map where each group key is associated with a list of corresponding elements. The returned map preserves the entry iteration order of the keys produced from the original array.
 */

* sample

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 */

* sample

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 */

* sample

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 */

* sample

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 */

* sample

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 * Groups elements of the original array by the key returned by the given [keySelector] function applied to each element and returns a map where each group key is associated with a list of corresponding elements. The returned map preserves the entry iteration order of the keys produced from the original array.
 */

* sample

**
 * Groups elements of the original array by the key returned by the given [keySelector] function applied to each element and returns a map where each group key is associated with a list of corresponding elements. The returned map preserves the entry iteration order of the keys produced from the original array.
 */

* sample

**
 * Groups elements of the original array by the key returned by the given [keySelector] function applied to each element and returns a map where each group key is associated with a list of corresponding elements. The returned map preserves the entry iteration order of the keys produced from the original array.
 */

* sample

**
 * Groups elements of the original array by the key returned by the given [keySelector] function applied to each element and returns a map where each group key is associated with a list of corresponding elements. The returned map preserves the entry iteration order of the keys produced from the original array.
 */

* sample

**
 * Groups elements of the original array by the key returned by the given [keySelector] function applied to each element and returns a map where each group key is associated with a list of corresponding elements. The returned map preserves the entry iteration order of the keys produced from the original array.
 */

* sample

**
 * Groups elements of the original array by the key returned by the given [keySelector] function applied to each element and returns a map where each group key is associated with a list of corresponding elements. The returned map preserves the entry iteration order of the keys produced from the original array.
 */

* sample

**
 * Groups elements of the original array by the key returned by the given [keySelector] function applied to each element and returns a map where each group key is associated with a list of corresponding elements. The returned map preserves the entry iteration order of the keys produced from the original array.
 */

* sample

**
 * Groups elements of the original array by the key returned by the given [keySelector] function applied to each element and returns a map where each group key is associated with a list of corresponding elements. The returned map preserves the entry iteration order of the keys produced from the original array.
 */

* sample

**
 * Groups elements of the original array by the key returned by the given [keySelector] function applied to each element and returns a map where each group key is associated with a list of corresponding elements. The returned map preserves the entry iteration order of the keys produced from the original array.
Map returned preserves the entry iteration order of the keys produced from the original array.

* @sample samples.collections.Collections.Transformations.groupByKeysAndValues

Array<out T> groupBy(keySelector: (T) -> K, valueTransform: (T) -> V): Map<K, List<V>>

return groupByTo(LinkedHashMap<K, MutableList<V>>(), keySelector, valueTransform)

* Groups values returned by the [valueTransform] function applied to each element of the original array

* by the key returned by the given [keySelector] function applied to the element

* and returns a map where each group key is associated with a list of corresponding values.

* The returned map preserves the entry iteration order of the keys produced from the original array.

* @sample samples.collections.Collections.Transformations.groupByKeysAndValues

ByteArray.groupBy(keySelector: (Byte) -> K, valueTransform: (Byte) -> V): Map<K, List<V>>

return groupByTo(LinkedHashMap<K, MutableList<V>>(), keySelector, valueTransform)

* Groups values returned by the [valueTransform] function applied to each element of the original array

* by the key returned by the given [keySelector] function applied to the element

* and returns a map where each group key is associated with a list of corresponding values.

* The returned map preserves the entry iteration order of the keys produced from the original array.

* @sample samples.collections.Collections.Transformations.groupByKeysAndValues

IntArray.groupBy(keySelector: (Int) -> K, valueTransform: (Int) -> V): Map<K, List<V>>

return groupByTo(LinkedHashMap<K, MutableList<V>>(), keySelector, valueTransform)

* Groups values returned by the [valueTransform] function applied to each element of the original array

* by the key returned by the given [keySelector] function applied to the element

* and returns a map where each group key is associated with a list of corresponding values.

* The returned map preserves the entry iteration order of the keys produced from the original array.

* @sample samples.collections.Collections.Transformations.groupByKeysAndValues

LongArray.groupBy(keySelector: (Long) -> K, valueTransform: (Long) -> V): Map<K, List<V>>

return groupByTo(LinkedHashMap<K, MutableList<V>>(), keySelector, valueTransform)

* Groups values returned by the [valueTransform] function applied to each element of the original array

* by the key returned by the given [keySelector] function applied to the element

* and returns a map where each group key is associated with a list of corresponding values.

* The returned map preserves the entry iteration order of the keys produced from the original array.

* @sample samples.collections.Collections.Transformations.groupByKeysAndValues

FloatArray.groupBy(keySelector: (Float) -> K, valueTransform: (Float) -> V): Map<K, List<V>>

return groupByTo(LinkedHashMap<K, MutableList<V>>(), keySelector, valueTransform)

* Groups values returned by the [valueTransform] function applied to each element of the original array

* by the key returned by the given [keySelector] function applied to the element

* and returns a map where each group key is associated with a list of corresponding values.

* The returned map preserves the entry iteration order of the keys produced from the original array.

* @sample samples.collections.Collections.Transformations.groupByKeysAndValues

DoubleArray.groupBy(keySelector: (Double) -> K, valueTransform: (Double) -> V): Map<K, List<V>>

return groupByTo(LinkedHashMap<K, MutableList<V>>(), keySelector, valueTransform)

* Groups values returned by the [valueTransform] function applied to each element of the original array

* by the key returned by the given [keySelector] function applied to the element

* and returns a map where each group key is associated with a list of corresponding values.

* The returned map preserves the entry iteration order of the keys produced from the original array.

* @sample samples.collections.Collections.Transformations.groupByKeysAndValues

primitiveArray.groupBy(keySelector: (Primitive) -> K, valueTransform: (Primitive) -> V): Map<K, List<V>>

return groupByTo(LinkedHashMap<K, MutableList<V>>(), keySelector, valueTransform)

* Groups values returned by the [valueTransform] function applied to each element of the original array

* by the key returned by the given [keySelector] function applied to the element

* and returns a map where each group key is associated with a list of corresponding values.

* The returned map preserves the entry iteration order of the keys produced from the original array.

* @sample samples.collections.Collections.Transformations.groupByKeysAndValues

Deque<out T> groupBy(keySelector: (T) -> K, valueTransform: (T) -> V): Deque<K>
associated with a list of corresponding values. The returned map preserves the entry iteration order of the keys produced from the original array.

```kotlin
samples.collections.Collections.Transformations.groupByKeysAndValues

public inline fun <K, V> BooleanArray.groupBy(keySelector: (Boolean) -> K, valueTransform: (Boolean) -> V): Map<K, List<V>> {
    return groupByTo(LinkedHashMap<K, MutableList<V>>(), keySelector, valueTransform)
}
```

```kotlin
public inline fun <K, V> CharArray.groupBy(keySelector: (Char) -> K, valueTransform: (Char) -> V): Map<K, List<V>> {
    return groupByTo(LinkedHashMap<K, MutableList<V>>(), keySelector, valueTransform)
}
```

```kotlin
public inline fun <T, K, M : MutableMap<in K, MutableList<T>>> Array<out T>.groupByTo(destination: M, keySelector: (T) -> K): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) { ArrayList<T>() }
        list.add(element)
    }
    return destination
}
```

```kotlin
public inline fun <K, M : MutableMap<in K, MutableList<Byte>>> ByteArray.groupByTo(destination: M, keySelector: (Byte) -> K): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) { ArrayList<Byte>() }
        list.add(element)
    }
    return destination
}
```

```kotlin
public inline fun <K, M : MutableMap<in K, MutableList<Short>>> ShortArray.groupByTo(destination: M, keySelector: (Short) -> K): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) { ArrayList<Short>() }
        list.add(element)
    }
    return destination
}
```

```kotlin
public inline fun <K, M : MutableMap<in K, MutableList<Int>>> IntArray.groupByTo(destination: M, keySelector: (Int) -> K): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) { ArrayList<Int>() }
        list.add(element)
    }
    return destination
}
```

```kotlin
public inline fun <K, M : MutableMap<in K, MutableList<Long>>> LongArray.groupByTo(destination: M, keySelector: (Long) -> K): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) { ArrayList<Long>() }
        list.add(element)
    }
    return destination
}
```

```kotlin
public inline fun <K, M : MutableMap<in K, MutableList<Float>>> FloatArray.groupByTo(destination: M, keySelector: (Float) -> K): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) { ArrayList<Float>() }
        list.add(element)
    }
    return destination
}
```
Groups elements of the original array by the key returned by the given [keySelector] function\n * applied to each element and puts to the [destination] map each group key associated with a list of corresponding values.\n * @return The [destination] map.\n * @sample samples.collections.Collections.Transformations.groupBy\n */\n@public inline fun <K, M : MutableMap<K, MutableList<Double>>> DoubleArray.groupByTo(destination: M, keySelector: (Double) -> K): M {
    for (element in this) {
        val key = keySelector(element)\n        val list = destination.getOrDefault(key) { ArrayList<Double>() }\n        list.add(element)\n    }\n    return destination
}

/**
 * Groups elements of the original array by the key returned by the given [keySelector] function\n * applied to each element and puts to the [destination] map each group key associated with a list of corresponding values.\n * @return The [destination] map.\n * @sample samples.collections.Collections.Transformations.groupBy\n */
@public inline fun <K, M : MutableMap<K, MutableList<Boolean>>> BooleanArray.groupByTo(destination: M, keySelector: (Boolean) -> K): M {
    for (element in this) {
        val key = keySelector(element)\n        val list = destination.getOrDefault(key) { ArrayList<Boolean>() }\n        list.add(element)\n    }\n    return destination
}

/**
 * Groups elements of the original array by the key returned by the given [keySelector] function\n * applied to each element and puts to the [destination] map each group key associated with a list of corresponding values.\n * @return The [destination] map.\n * @sample samples.collections.Collections.Transformations.groupBy\n */
@public inline fun <K, M : MutableList<Char>> CharArray.groupByTo(destination: M, keySelector: (Char) -> K): M {
    for (element in this) {
        val key = keySelector(element)\n        val list = destination.getOrDefault(key) { ArrayList<Char>() }\n        list.add(element)\n    }\n    return destination
}

/**
 * Groups values returned by the [valueTransform] function applied to each element of the original array\n * by the key returned by the given [keySelector] function applied to each element and puts to the [destination] map each group key associated with a list of corresponding values.\n * @return The [destination] map.\n * @sample samples.collections.Collections.Transformations.groupBy\n */
@public inline fun <T, K, V, M : MutableList<V>> Array<out T>.groupByTo(destination: M, keySelector: (T) -> K, valueTransform: (T) -> V): M {
    for (element in this) {
        val key = keySelector(element)\n        val list = destination.getOrDefault(key) { ArrayList<V>() }\n        list.add(valueTransform(element))\n    }\n    return destination
}

/**
 * Groups values returned by the [valueTransform] function applied to each element of the original array\n * by the key returned by the given [keySelector] function applied to each element and puts to the [destination] map each group key associated with a list of corresponding values.\n * @return The [destination] map.\n * @sample samples.collections.Collections.Transformations.groupBy\n */
@public inline fun <K, V, M : MutableList<V>> ByteArray.groupByTo(destination: M, keySelector: (Byte) -> K, valueTransform: (Byte) -> V): M {
    for (element in this) {
        val key = keySelector(element)\n        val list = destination.getOrDefault(key) { ArrayList<V>() }\n        list.add(valueTransform(element))\n    }\n    return destination
}

/**
 * Groups values returned by the [valueTransform] function applied to each element of the original array\n * by the key returned by the given [keySelector] function applied to each element and puts to the [destination] map each group key associated with a list of corresponding values.\n * @return The [destination] map.\n * @sample samples.collections.Collections.Transformations.groupBy\n */
@public inline fun <K, V, M : MutableList<V>> ShortArray.groupByTo(destination: M, keySelector: (Short) -> K, valueTransform: (Short) -> V): M {
    for (element in this) {
        val key = keySelector(element)\n        val list = destination.getOrDefault(key) { ArrayList<V>() }\n        list.add(valueTransform(element))\n    }\n    return destination
}

/**
 * Groups values returned by the [valueTransform] function applied to each element of the original array\n * by the key returned by the given [keySelector] function applied to each element and puts to the [destination] map each group key associated with a list of corresponding values.\n * @return The [destination] map.\n * @sample samples.collections.Collections.Transformations.groupBy\n */
@public inline fun <K, V, M : MutableList<V>> IntArray.groupByTo(destination: M, keySelector: (Int) -> K, valueTransform: (Int) -> V): M {
    for (element in this) {
        val key = keySelector(element)\n        val list = destination.getOrDefault(key) { ArrayList<V>() }\n        list.add(valueTransform(element))\n    }\n    return destination
}
original array * by the key returned by the given [keySelector] function applied to the element in * and puts to the [destination] map each group key associated with a list of corresponding values. * * * @return The [destination] map.

val list = destination.getOrElse(key) { ArrayList<V>(0) } list.add(valueTransform(element)) in | return destination

* * * * * Groups values returned by the [valueTransform] function applied to each element of the original array * * * * * by the key returned by the given [keySelector] function applied to the element in * * * * * and puts to the [destination] map each group key associated with a list of corresponding values. * * * @return The [destination] map.

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val list = destination.getOrElse(key) { ArrayList<V>(0) } list.add(valueTransform(element)) in | return destination

* * * * * Groups values returned by the [valueTransform] function applied to each element of the original array * * * * * by the key returned by the given [keySelector] function applied to the element in * * * * * and puts to the [destination] map each group key associated with a list of corresponding values. * * * @return The [destination] map.

val list = destination.getOrElse(key) { ArrayList<V>(0) } list.add(valueTransform(element)) in | return destination

* * * * * Groups values returned by the [valueTransform] function applied to each element of the original array * * * * * by the key returned by the given [keySelector] function applied to the element in * * * * * and puts to the [destination] map each group key associated with a list of corresponding values. * * * @return The [destination] map.

val list = destination.getOrElse(key) { ArrayList<V>(0) } list.add(valueTransform(element)) in | return destination

* * * * * Creates a [Grouping] source from an array to be used later with one of group-and-fold operations * * * using the specified [keySelector] function to extract a key from each element. * * * * * @sample samples.collections.Collections.Grouping.groupingByEachCount

inline fun <T, K> Array<out T>.groupingBy(crossinline keySelector: (T) -> K): Grouping<T, K> {
    return object : Grouping<T, K> {
        override fun sourceIterator(): Iterator<T> = this@groupingBy.iterator()
        override fun keyOf(element: T): K = keySelector(element)
    }
}

/**
 * Returns a list containing the results of applying the given [transform] function in * to each element in the original array. * * * @sample samples.collections.Collections.Transformations.map
 */
public inline fun <R> ByteArray.map(transform: (Byte) -> R): List<R> {
    return mapTo(ArrayList<R>(size), transform)
}

/**
 * Returns a list containing the results of applying the given [transform] function in * to each element in the original array. * * * @sample samples.collections.Collections.Transformations.map
 */
public inline fun <R> CharArray.map(transform: (Char) -> R): List<R> {
    return mapTo(ArrayList<R>(size), transform)
}

/**
 * Creates a [Grouping] source from an array to be used later with one of group-and-fold operations in * using the specified [keySelector] function to extract a key from each element. * * * @sample samples.collections.Collections.Grouping.groupingByEachCount

inline fun <T, K> Array<out T>.groupingBy(crossinline keySelector: (T) -> K): Grouping<T, K> {
    return object : Grouping<T, K> {
        override fun sourceIterator(): Iterator<T> = this@groupingBy.iterator()
        override fun keyOf(element: T): K = keySelector(element)
    }
}

/**
 * Returns a list containing the results of applying the given [transform] function in * to each element in the original array. * * * @sample samples.collections.Collections.Transformations.map
 */
public inline fun <R> ByteArray.map(transform: (Byte) -> R): List<R> {
    return mapTo(ArrayList<R>(size), transform)
}

/**
 * Returns a list containing the results of applying the given [transform] function in * to each element in the original array. * * * @sample samples.collections.Collections.Transformations.map
 */
public inline fun <R> CharArray.map(transform: (Char) -> R): List<R> {
    return mapTo(ArrayList<R>(size), transform)
}
public inline fun <R> ShortArray.map(transform: (Short) -> R): List<R> {
    return mapTo(ArrayList<R>(size), transform)
}

/**
 * Returns a list containing the results of applying the given [transform] function to each element in the original array.
 */
public inline fun <R> IntArray.map(transform: (Int) -> R): List<R> {
    return mapTo(ArrayList<R>(size), transform)
}

/**
 * Returns a list containing the results of applying the given [transform] function to each element in the original array.
 */
public inline fun <R> LongArray.map(transform: (Long) -> R): List<R> {
    return mapTo(ArrayList<R>(size), transform)
}

/**
 * Returns a list containing the results of applying the given [transform] function to each element in the original array.
 */
public inline fun <R> FloatArray.map(transform: (Float) -> R): List<R> {
    return mapTo(ArrayList<R>(size), transform)
}

/**
 * Returns a list containing the results of applying the given [transform] function to each element in the original array.
 */
public inline fun <R> DoubleArray.map(transform: (Double) -> R): List<R> {
    return mapTo(ArrayList<R>(size), transform)
}

/**
 * Returns a list containing the results of applying the given [transform] function to each element in the original array.
 */
public inline fun <R> BooleanArray.map(transform: (Boolean) -> R): List<R> {
    return mapTo(ArrayList<R>(size), transform)
}

/**
 * Returns a list containing the results of applying the given [transform] function to each element in the original array.
 */
public inline fun <R> CharArray.map(transform: (Char) -> R): List<R> {
    return mapTo(ArrayList<R>(size), transform)
}

/**
 * Returns a list containing the results of applying the given [transform] function to each element and its index in the original array.
 */
public inline fun <T, R> Array<out T>.mapIndexed(transform: (index: Int, T) -> R): List<R> {
    return mapIndexedTo(ArrayList<R>(size), transform)
}

/**
 * Returns a list containing the results of applying the given [transform] function to each element and its index in the original array.
 */
public inline fun <R> ByteArray.mapIndexed(transform: (index: Int, Byte) -> R): List<R> {
    return mapIndexedTo(ArrayList<R>(size), transform)
}

/**
 * Returns a list containing the results of applying the given [transform] function to each element and its index in the original array.
 */
public inline fun <R> ShortArray.mapIndexed(transform: (index: Int, Short) -> R): List<R> {
    return mapIndexedTo(ArrayList<R>(size), transform)
}

/**
 * Returns a list containing the results of applying the given [transform] function to each element and its index in the original array.
 */
public inline fun <R> IntArray.mapIndexed(transform: (index: Int, Int) -> R): List<R> {
    return mapIndexedTo(ArrayList<R>(size), transform)
}

/**
 * Returns a list containing the results of applying the given [transform] function to each element and its index in the original array.
 */
public inline fun <R> LongArray.mapIndexed(transform: (index: Int, Long) -> R): List<R> {
    return mapIndexedTo(ArrayList<R>(size), transform)
}

/**
 * Returns a list containing the results of applying the given [transform] function to each element and its index in the original array.
 */
public inline fun <R> FloatArray.mapIndexed(transform: (index: Int, Float) -> R): List<R> {
    return mapIndexedTo(ArrayList<R>(size), transform)
}

/**
 * Returns a list containing the results of applying the given [transform] function to each element and its index in the original array.
 */
public inline fun <R> DoubleArray.mapIndexed(transform: (index: Int, Double) -> R): List<R> {
    return mapIndexedTo(ArrayList<R>(size), transform)
}
Double) -> R): List<R> {\n    return mapIndexedTo(ArrayList<R>(size), transform)\n}

/**
 * Returns a list containing the results of applying the given [transform] function to each element and its index in the original array.\n * @param [transform] function that takes the index of an element and the element itself\n * and returns the result of the transform applied to the element.\n * @return \n * public inline fun <R> BooleanArray.mapIndexed(transform: (index: Int, Boolean) -> R): List<R> {\n    return mapIndexedTo(ArrayList<R>(size), transform)\n}

/**
 * Returns a list containing the results of applying the given [transform] function to each element and its index in the original array.\n * @param [transform] function that takes the index of an element and the element itself\n * and returns the result of the transform applied to the element.\n * @return \n * public inline fun <R> CharArray.mapIndexed(transform: (index: Int, Char) -> R): List<R> {\n    return mapIndexedTo(ArrayList<R>(size), transform)\n}

/**
 * Returns a list containing the results of applying the given [transform] function to each element and its index in the original array.\n * @param [transform] function that takes the index of an element and the element itself\n * and returns the result of the transform applied to the element.\n * @return \n * public inline fun <T, R : Any> Array<out T>.mapIndexedNotNull(transform: (index: Int, T) -> R?): List<R> {\n    return mapIndexedNotNullTo(ArrayList<R>(), transform)\n}

/**
 * Applies the given [transform] function to each element and its index in the original array\n * and appends the non-null results to the given [destination].\n * @param [transform] function that takes the index of an element and the element itself\n * and returns the result of the transform applied to the element.\n * @param [destination]\n * @return \n * public inline fun <T, R : Any, C : MutableCollection<in R>> Array<out T>.mapIndexedNotNullTo(destination: C, transform: (index, element): R?): \n * \n * function that takes the index of an element and the element itself\n * and returns the result of the transform applied to the element.\n * @param [destination]\n * @param [transform] function that takes the index of an element and the element itself\n * and returns the result of the transform applied to the element.\n * @param [destination]\n * @param [transform] function that takes the index of an element and the element itself\n * and returns the result of the transform applied to the element.\n * @param [destination]\n * @param [transform] function that takes the index of an element and the element itself\n * and returns the result of the transform applied to the element.\n * @param [destination]\n * @param [transform] function that takes the index of an element and the element itself\n * and returns the result of the transform applied to the element.\n * @param [destination]\n * @param [transform] function that takes the index of an element and the element itself\n * and returns the result of the transform applied to the element.\n * @param [destination]\n * @param [transform] function that takes the index of an element and the element itself\n * and returns the result of the transform applied to the element.\n * @param [destination]\n * @param [transform] function that takes the index of an element and the element itself\n * and returns the result of the transform applied to the element.\n * @param [destination] \n
/* Open Source Used In DNAC Platform Frey 5751 */
FloatArray.mapIndexedTo(destination: C, transform: (index: Int, Float) -> R): C {
    var index = 0
    for (item in this)
        destination.add(transform(index++, item))
    return destination
}

/**
 * Applies the given [transform] function to each element and its index in the original array
 * and appends the results to the given [destination].
 * @param [transform] function that takes the index of an element and the element itself
 * and returns the result of the transform applied to the element.
 */
public inline fun <C, R> FloatArray.mapIndexedTo(destination: C, transform: (index: Int, Float) -> R): C {
    var index = 0
    for (item in this)
        destination.add(transform(index++, item))
    return destination
}

/**
 * Applies the given [transform] function to each element and its index in the original array
 * and appends the results to the given [destination].
 * @param [transform] function that takes the index of an element and the element itself
 * and returns the result of the transform applied to the element.
 */
public inline fun <C, R> DoubleArray.mapIndexedTo(destination: C, transform: (index: Int, Double) -> R): C {
    var index = 0
    for (item in this)
        destination.add(transform(index++, item))
    return destination
}

/**
 * Applies the given [transform] function to each element and its index in the original array
 * and appends the results to the given [destination].
 * @param [transform] function that takes the index of an element and the element itself
 * and returns the result of the transform applied to the element.
 */
public inline fun <C, R> CharArray.mapIndexedTo(destination: C, transform: (index: Int, Char) -> R): C {
    var index = 0
    for (item in this)
        destination.add(transform(index++, item))
    return destination
}

/**
 * Applies the given [transform] function to each element and its index in the original array
 * and appends the results to the given [destination].
 * @param [transform] function that takes the index of an element and the element itself
 * and returns the result of the transform applied to the element.
 */
public inline fun <C, R> ByteArray.mapIndexedTo(destination: C, transform: (index: Int, Byte) -> R): C {
    for (item in this)
        destination.add(transform(item))
    return destination
}

/**
 * Applies the given [transform] function to each element and its index in the original array
 * and appends the results to the given [destination].
 * @param [transform] function that takes the index of an element and the element itself
 * and returns the result of the transform applied to the element.
 */
public inline fun <C, R> ShortArray.mapIndexedTo(destination: C, transform: (index: Int, Short) -> R): C {
    for (item in this)
        destination.add(transform(item))
    return destination
}

/**
 * Applies the given [transform] function to each element and its index in the original array
 * and appends the results to the given [destination].
 * @param [transform] function that takes the index of an element and the element itself
 * and returns the result of the transform applied to the element.
 */
public inline fun <C, R> IntArray.mapIndexedTo(destination: C, transform: (index: Int, Int) -> R): C {
    for (item in this)
        destination.add(transform(item))
    return destination
}

/**
 * Applies the given [transform] function to each element and its index in the original array
 * and appends the results to the given [destination].
 * @param [transform] function that takes the index of an element and the element itself
 * and returns the result of the transform applied to the element.
 */
public inline fun <C, R> LongArray.mapIndexedTo(destination: C, transform: (index: Int, Long) -> R): C {
    for (item in this)
        destination.add(transform(item))
    return destination
}

/**
 * Applies the given [transform] function to each element and its index in the original array
 * and appends the results to the given [destination].
 * @param [transform] function that takes the index of an element and the element itself
 * and returns the result of the transform applied to the element.
 */
public inline fun <C, R> FloatArray.mapIndexedTo(destination: C, transform: (index: Int, Float) -> R): C {
    for (item in this)
        destination.add(transform(item))
    return destination
}

/**
 * Applies the given [transform] function to each element and its index in the original array
 * and appends the results to the given [destination].
 * @param [transform] function that takes the index of an element and the element itself
 * and returns the result of the transform applied to the element.
 */
public inline fun <C, R> DoubleArray.mapIndexedTo(destination: C, transform: (index: Int, Double) -> R): C {
    for (item in this)
        destination.add(transform(item))
    return destination
}

/**
 * Applies the given [transform] function to each element and its index in the original array
 * and appends the results to the given [destination].
 * @param [transform] function that takes the index of an element and the element itself
 * and returns the result of the transform applied to the element.
 */
public inline fun <C, R> BooleanArray.mapIndexedTo(destination: C, transform: (index: Int, Boolean) -> R): C {
    for (item in this)
        destination.add(transform(item))
    return destination
}

/**
 * Applies the given [transform] function to each element and its index in the original array
 * and appends the results to the given [destination].
 * @param [transform] function that takes the index of an element and the element itself
 * and returns the result of the transform applied to the element.
 */
public inline fun <C, R> CharArray.mapIndexedTo(destination: C, transform: (index: Int, Char) -> R): C {
    for (item in this)
        destination.add(transform(item))
    return destination
}

/**
 * Applies the given [transform] function to each element and its index in the original array
 * and appends the results to the given [destination].
 * @param [transform] function that takes the index of an element and the element itself
 * and returns the result of the transform applied to the element.
 */
public inline fun <C, R> ByteArray.mapIndexedTo(destination: C, transform: (index: Int, Byte) -> R): C {
    for (item in this)
        destination.add(transform(item))
    return destination
}

/**
 * Applies the given [transform] function to each element and its index in the original array
 * and appends the results to the given [destination].
 * @param [transform] function that takes the index of an element and the element itself
 * and returns the result of the transform applied to the element.
 */
public inline fun <C, R> ShortArray.mapIndexedTo(destination: C, transform: (index: Int, Short) -> R): C {
    for (item in this)
        destination.add(transform(item))
    return destination
}

/**
 * Applies the given [transform] function to each element and its index in the original array
 * and appends the results to the given [destination].
 * @param [transform] function that takes the index of an element and the element itself
 * and returns the result of the transform applied to the element.
 */
public inline fun <C, R> IntArray.mapIndexedTo(destination: C, transform: (index: Int, Int) -> R): C {
    for (item in this)
        destination.add(transform(item))
    return destination
}

/**
 * Applies the given [transform] function to each element and its index in the original array
 * and appends the results to the given [destination].
 * @param [transform] function that takes the index of an element and the element itself
 * and returns the result of the transform applied to the element.
 */
public inline fun <C, R> LongArray.mapIndexedTo(destination: C, transform: (index: Int, Long) -> R): C {
    for (item in this)
        destination.add(transform(item))
    return destination
}

/**
 * Applies the given [transform] function to each element and its index in the original array
 * and appends the results to the given [destination].
 * @param [transform] function that takes the index of an element and the element itself
 * and returns the result of the transform applied to the element.
 */
public inline fun <C, R> FloatArray.mapIndexedTo(destination: C, transform: (index: Int, Float) -> R): C {
    for (item in this)
        destination.add(transform(item))
    return destination
}

/**
 * Applies the given [transform] function to each element and its index in the original array
 * and appends the results to the given [destination].
 * @param [transform] function that takes the index of an element and the element itself
 * and returns the result of the transform applied to the element.
 */
public inline fun <C, R> DoubleArray.mapIndexedTo(destination: C, transform: (index: Int, Double) -> R): C {
    for (item in this)
        destination.add(transform(item))
    return destination
}

/**
 * Applies the given [transform] function to each element and its index in the original array
 * and appends the results to the given [destination].
 * @param [transform] function that takes the index of an element and the element itself
 * and returns the result of the transform applied to the element.
 */
public inline fun <C, R> BooleanArray.mapIndexedTo(destination: C, transform: (index: Int, Boolean) -> R): C {
    for (item in this)
        destination.add(transform(item))
    return destination
}
the given [transform] function to each element of the original array\n* and appends the results to the given
[destination].\n*/\npublic inline fun <R, C : MutableCollection<in R>> CharArray.mapTo(destination: C,
transform: (Char) -> R): C {\n    for (item in this)\n        destination.add(transform(item))\n    return\n}

* Returns a lazy [Iterable] that wraps each element of the original array\n* into an [IndexedValue] containing the index of that element and the element itself.\n*/\npublic fun <T> Array<out T>.withIndex(): Iterable<IndexedValue<T>> {\n    for (item in this)\n        return IndexingIterable { iterator() }\n    return destination\n}

* Returns a lazy [Iterable] that wraps each element of the original array\n* into a [IndexedValue] containing the index of that element and the element itself.\n*/\npublic fun ByteArray.withIndex(): Iterable<IndexedValue<Byte>> {\n    return IndexingIterable { iterator() }\n    return destination\n}

* Returns a lazy [Iterable] that wraps each element of the original array\n* into an [IndexedValue] containing the index of that element and the element itself.\n*/\npublic fun ShortArray.withIndex(): Iterable<IndexedValue<Short>> {\n    return IndexingIterable { iterator() }\n    return destination\n}

* Returns a lazy [Iterable] that wraps each element of the original array\n* into an [IndexedValue] containing the index of that element and the element itself.\n*/\npublic fun IntArray.withIndex(): Iterable<IndexedValue<Int>> {\n    return IndexingIterable { iterator() }\n    return destination\n}

* Returns a lazy [Iterable] that wraps each element of the original array\n* into an [IndexedValue] containing the index of that element and the element itself.\n*/\npublic fun LongArray.withIndex(): Iterable<IndexedValue<Long>> {\n    return IndexingIterable { iterator() }\n    return destination\n}

* Returns a lazy [Iterable] that wraps each element of the original array\n* into an [IndexedValue] containing the index of that element and the element itself.\n*/\npublic fun FloatArray.withIndex(): Iterable<IndexedValue<Float>> {\n    return IndexingIterable { iterator() }\n    return destination\n}

* Returns a lazy [Iterable] that wraps each element of the original array\n* into an [IndexedValue] containing the index of that element and the element itself.\n*/\npublic fun DoubleArray.withIndex(): Iterable<IndexedValue<Double>> {\n    return IndexingIterable { iterator() }\n    return destination\n}

* Returns a lazy [Iterable] that wraps each element of the original array\n* into an [IndexedValue] containing the index of that element and the element itself.\n*/\npublic fun BooleanArray.withIndex(): Iterable<IndexedValue<Boolean>> {\n    return IndexingIterable { iterator() }\n    return destination\n}

* The elements in the resulting list are in the same order as they were in the source array.\n*/\npublic fun <T> Array<out T>.distinct(): List<T> {\n    return this.toMutableSet().toList()\n}

* The elements in the resulting list are in the same order as they were in the source array.\n*/\npublic fun ByteArray.distinct(): List<Byte> {\n    return this.toMutableSet().toList()\n}

* The elements in the resulting list are in the same order as they were in the source array.\n*/\npublic fun ShortArray.distinct(): List<Short> {\n    return this.toMutableSet().toList()\n}

* The elements in the resulting list are in the same order as they were in the source array.\n*/\npublic fun IntArray.distinct(): List<Int> {\n    return this.toMutableSet().toList()\n}

* The elements in the resulting list are in the same order as they were in the source array.\n*/\npublic fun LongArray.distinct(): List<Long> {\n    return this.toMutableSet().toList()\n}

* The elements in the resulting list are in the same order as they were in the source array.\n*/\npublic fun FloatArray.distinct(): List<Float> {\n    return this.toMutableSet().toList()\n}

* The elements in the resulting list are in the same order as they were in the source array.\n*/\npublic fun DoubleArray.distinct(): List<Double> {\n    return this.toMutableSet().toList()\n}

* The elements in the resulting list are in the same order as they were in the source array.\n*/\npublic fun BooleanArray.distinct(): List<Boolean> {\n    return this.toMutableSet().toList()\n}
order as they were in the source array.*

*public fun CharArray.distinct(): List<Char> {
    return
    this.toMutableSet().toList().\n    \n    * Returns a list containing only elements from the given array*\n    * having distinct keys returned by the given [selector] function.*\n    * The elements in the resulting list are in the same order as they were in the source array.*\n
    *public inline fun <T, K> Array<out T>.distinctBy(selector: (T) -> K): List<T> {
        \n        val set = HashSet<K>()\n        val list = ArrayList<T>()\n        for (e in this) {\n            \n            val key = selector(e)\n            if (set.add(key))\n                \n                list.add(e)\n        }\n        return list\n    }\n    \n    * Returns a list containing only elements from the given array*\n    * having distinct keys returned by the given [selector] function.*\n    * The elements in the resulting list are in the same order as they were in the source array.*\n
    *public inline fun <K> ByteArray.distinctBy(selector: (Byte) -> K): List<Byte> {
        \n        val set = HashSet<K>()\n        val list = ArrayList<Byte>()\n        for (e in this) {\n            \n            val key = selector(e)\n            if (set.add(key))\n                \n                list.add(e)\n        }\n        return list\n    }\n    \n    * Returns a list containing only elements from the given array*\n    * having distinct keys returned by the given [selector] function.*\n    * The elements in the resulting list are in the same order as they were in the source array.*\n
    *public inline fun <K> ShortArray.distinctBy(selector: (Short) -> K): List<Short> {
        \n        val set = HashSet<K>()\n        val list = ArrayList<Short>()\n        for (e in this) {\n            \n            val key = selector(e)\n            if (set.add(key))\n                \n                list.add(e)\n        }\n        return list\n    }\n    \n    * Returns a list containing only elements from the given array*\n    * having distinct keys returned by the given [selector] function.*\n    * The elements in the resulting list are in the same order as they were in the source array.*\n
    *public inline fun <K> IntArray.distinctBy(selector: (Int) -> K): List<Int> {
        \n        val set = HashSet<K>()\n        val list = ArrayList<Int>()\n        for (e in this) {\n            \n            val key = selector(e)\n            if (set.add(key))\n                \n                list.add(e)\n        }\n        return list\n    }\n    \n    * Returns a list containing only elements from the given array*\n    * having distinct keys returned by the given [selector] function.*\n    * The elements in the resulting list are in the same order as they were in the source array.*\n
    *public inline fun <K> LongArray.distinctBy(selector: (Long) -> K): List<Long> {
        \n        val set = HashSet<K>()\n        val list = ArrayList<Long>()\n        for (e in this) {\n            \n            val key = selector(e)\n            if (set.add(key))\n                \n                list.add(e)\n        }\n        return list\n    }\n    \n    * Returns a list containing only elements from the given array*\n    * having distinct keys returned by the given [selector] function.*\n    * The elements in the resulting list are in the same order as they were in the source array.*\n
    *public inline fun <K> DoubleArray.distinctBy(selector: (Double) -> K): List<Double> {
        \n        val set = HashSet<K>()\n        val list = ArrayList<Double>()\n        for (e in this) {\n            \n            val key = selector(e)\n            if (set.add(key))\n                \n                list.add(e)\n        }\n        return list\n    }\n    \n    * Returns a list containing only elements from the given array*\n    * having distinct keys returned by the given [selector] function.*\n    * The elements in the resulting list are in the same order as they were in the source array.*\n
    *public inline fun <K> BooleanArray.distinctBy(selector: (Boolean) -> K): List<Boolean> {
        \n        val set = HashSet<K>()\n        val list = ArrayList<Boolean>()\n        for (e in this) {\n            \n            val key = selector(e)\n            if (set.add(key))\n                \n                list.add(e)\n        }\n        return list\n    }\n    \n    * Returns a list containing only elements from the given array*\n    * having distinct keys returned by the given [selector] function.*\n    * The elements in the resulting list are in the same order as they were in the source array.*\n
    *public inline fun <T> Array<out T>.intersect(other: Iterable<T>): Set<T> {
        \n        val set = this.toMutableSet()\n        set.retainAll(other)\n        return set\n    }\n    \n    * Returns a set containing all elements that are contained by both this array and the specified collection.*\n    * The returned set preserves the element iteration order of the original array.*\n    * To get a set containing all elements that are contained at least in one of these collections use [union].*
    *public inline fun <T> Array<out T>.union() {\n        \n        \n        * Returns a set containing all elements that are contained by both this array and the specified collection.*\n        \n        * The returned set preserves the element iteration order of the original array.*\n    }\n    \n    *public inline fun <T> Array<out T>.difference(other: Iterable<T>): List<T> {
        \n        val set = this.toMutableSet()\n        set.removeAll(other)\n        return set\n    }\n    \n    * Returns a list containing all elements that are contained by this array and not contained in the specified collection.*\n    * The returned list preserves the element iteration order of the original array.*\n
FloatArray.subtract(other: Iterable<Float>): Set<Float> { val set = this.toMutableSet() set.removeAll(other) return set. * Returns a set containing all elements that are contained by this array and not contained by the specified collection. The returned set preserves the element iteration order of the original array. * Returns a set containing all elements that are contained by this array and not contained by the specified collection. The returned set preserves the element iteration order of the original array.

FloatArray.subtract(other: Iterable<Double>): Set<Double> { val set = this.toMutableSet() set.removeAll(other) return set. * Returns a set containing all elements that are contained by this array and not contained by the specified collection. The returned set preserves the element iteration order of the original array.

ByteArray.toMutableSet(): MutableSet<Byte> { val set = LinkedHashSet<Byte>(mapCapacity(size)) for (item in this) set.add(item) return set. * Returns a mutable set containing all distinct elements from the given array. The returned set preserves the element iteration order of the original array.

ByteArray.union(other: Iterable<Byte>): Set<Byte> { val set = LinkedHashSet<Byte>(mapCapacity(size)) for (item in other) set.add(item) return set. * Returns a mutable set containing all distinct elements from the given array. The returned set preserves the element iteration order of the original array.

CharArray.toMutableSet(): MutableSet<Char> { val set = LinkedHashSet<Char>(mapCapacity(size)) for (item in this) set.add(item) return set. * Returns a mutable set containing all distinct elements from the given array. The returned set preserves the element iteration order of the original array.

CharArray.union(other: Iterable<Char>): Set<Char> { val set = LinkedHashSet<Char>(mapCapacity(size)) for (item in other) set.add(item) return set. * Returns a mutable set containing all distinct elements from the given array. The returned set preserves the element iteration order of the original array.

ByteArray.union(other: Iterable<Byte>): Set<Byte> { val set = LinkedHashSet<Byte>(mapCapacity(size)) for (item in other) set.add(item) return set. * Returns a mutable set containing all distinct elements from the given array. The returned set preserves the element iteration order of the original array.

CharArray.union(other: Iterable<Char>): Set<Char> { val set = LinkedHashSet<Char>(mapCapacity(size)) for (item in other) set.add(item) return set. * Returns a mutable set containing all distinct elements from the given array. The returned set preserves the element iteration order of the original array.

ByteArray.union(other: Iterable<Byte>): Set<Byte> { val set = LinkedHashSet<Byte>(mapCapacity(size)) for (item in other) set.add(item) return set. * Returns a mutable set containing all distinct elements from the given array. The returned set preserves the element iteration order of the original array.

CharArray.union(other: Iterable<Char>): Set<Char> { val set = LinkedHashSet<Char>(mapCapacity(size)) for (item in other) set.add(item) return set. * Returns a mutable set containing all distinct elements from the given array. The returned set preserves the element iteration order of the original array.

ByteArray.union(other: Iterable<Byte>): Set<Byte> { val set = LinkedHashSet<Byte>(mapCapacity(size)) for (item in other) set.add(item) return set. * Returns a mutable set containing all distinct elements from the given array. The returned set preserves the element iteration order of the original array.

CharArray.union(other: Iterable<Char>): Set<Char> { val set = LinkedHashSet<Char>(mapCapacity(size)) for (item in other) set.add(item) return set. * Returns a mutable set containing all distinct elements from the given array. The returned set preserves the element iteration order of the original array.

ByteArray.union(other: Iterable<Byte>): Set<Byte> { val set = LinkedHashSet<Byte>(mapCapacity(size)) for (item in other) set.add(item) return set. * Returns a mutable set containing all distinct elements from the given array. The returned set preserves the element iteration order of the original array.
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```kotlin
Boolean {
    for (element in this) if (!predicate(element)) return false
    return true
}

/**
 * Returns `true` if all elements of the [other] collection that are unique are iterated in the end in the order of the [other] collection. The returned set preserves the element iteration order of the original array. Those elements of the [other] collection that are unique are iterated in the end in the order of the [other] collection. To get a set containing all elements that are contained in both collections use [intersect].

```
/**
 * Returns `true` if all elements match the given [predicate].
 * 
 * @sample samples.collections.Collections.Aggregates.all
 */
public inline fun FloatArray.all(predicate: (Float) -> Boolean): Boolean {
    for (element in this) if (!predicate(element)) return false
    return true
}

/**
 * Returns `true` if all elements match the given [predicate].
 * 
 * @sample samples.collections.Collections.Aggregates.all
 */
public inline fun DoubleArray.all(predicate: (Double) -> Boolean): Boolean {
    for (element in this) if (!predicate(element)) return false
    return true
}

/**
 * Returns `true` if all elements match the given [predicate].
 * 
 * @sample samples.collections.Collections.Aggregates.all
 */
public inline fun BooleanArray.all(predicate: (Boolean) -> Boolean): Boolean {
    for (element in this) if (!predicate(element)) return false
    return true
}

/**
 * Returns `true` if all elements match the given [predicate].
 * 
 * @sample samples.collections.Collections.Aggregates.all
 */
public inline fun CharArray.all(predicate: (Char) -> Boolean): Boolean {
    for (element in this) if (!predicate(element)) return false
    return true
}

/**
 * Returns `true` if array has at least one element.
 * 
 * @sample samples.collections.Collections.Aggregates.any
 */
public fun <T> Array<out T>.any(): Boolean {
    return !isEmpty()
}

/**
 * Returns `true` if array has at least one element.
 * 
 * @sample samples.collections.Collections.Aggregates.any
 */
public fun ByteArray.any(): Boolean {
    return !isEmpty()
}

/**
 * Returns `true` if array has at least one element.
 * 
 * @sample samples.collections.Collections.Aggregates.any
 */
public fun ShortArray.any(): Boolean {
    return !isEmpty()
}

/**
 * Returns `true` if array has at least one element.
 * 
 * @sample samples.collections.Collections.Aggregates.any
 */
public fun IntArray.any(): Boolean {
    return !isEmpty()
}

/**
 * Returns `true` if array has at least one element.
 * 
 * @sample samples.collections.Collections.Aggregates.any
 */
public fun LongArray.any(): Boolean {
    return !isEmpty()
}

/**
 * Returns `true` if array has at least one element.
 * 
 * @sample samples.collections.Collections.Aggregates.any
 */
public fun FloatArray.any(): Boolean {
    return !isEmpty()
}

/**
 * Returns `true` if array has at least one element.
 * 
 * @sample samples.collections.Collections.Aggregates.any
 */
public fun DoubleArray.any(): Boolean {
    return !isEmpty()
}

/**
 * Returns `true` if array has at least one element.
 * 
 * @sample samples.collections.Collections.Aggregates.any
 */
public fun BooleanArray.any(): Boolean {
    return !isEmpty()
}

/**
 * Returns `true` if array has at least one element.
 * 
 * @sample samples.collections.Collections.Aggregates.any
 */
public fun CharArray.any(): Boolean {
    return !isEmpty()
}

/**
 * Returns `true` if at least one element matches the given [predicate].
 * 
 * @sample samples.collections.Collections.Aggregates.anyWithPredicate
 */
public inline fun <T> Array<out T>.any(predicate: (T) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return true
    return false
}

/**
 * Returns `true` if at least one element matches the given [predicate].
 * 
 * @sample samples.collections.Collections.Aggregates.anyWithPredicate
 */
public inline fun ByteArray.any(predicate: (Byte) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return true
    return false
}

/**
 * Returns `true` if at least one element matches the given [predicate].
 * 
 * @sample samples.collections.Collections.Aggregates.anyWithPredicate
 */
public inline fun ShortArray.any(predicate: (Short) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return true
    return false
}

/**
 * Returns `true` if at least one element matches the given [predicate].
 * 
 * @sample samples.collections.Collections.Aggregates.anyWithPredicate
 */
public inline fun IntArray.any(predicate: (Int) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return true
    return false
}

/**
 * Returns `true` if at least one element matches the given [predicate].
 * 
 * @sample samples.collections.Collections.Aggregates.anyWithPredicate
 */
public inline fun LongArray.any(predicate: (Long) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return true
    return false
}

/**
 * Returns `true` if at least one element matches the given [predicate].
 * 
 * @sample samples.collections.Collections.Aggregates.anyWithPredicate
 */
public inline fun FloatArray.any(predicate: (Float) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return true
    return false
}

/**
 * Returns `true` if at least one element matches the given [predicate].
 * 
 * @sample samples.collections.Collections.Aggregates.anyWithPredicate
 */
public inline fun DoubleArray.any(predicate: (Double) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return true
    return false
}
false

* Returns `true` if at least one element matches the given [predicate].

```kotlin
fun <T> Array<out T>.count(predicate: (T) -> Boolean): Int {
    var count = 0
    for (element in this) if (predicate(element)) ++count
    return count
}
```

```kotlin
fun <T, R> Array<out T>.fold(initial: R, operation: (acc: R, T) -> R): R {
    var accumulator = initial
    for (element in this)
        accumulator = operation(accumulator, element)
    return accumulator
}
```

```kotlin
fun ByteArray.fold(initial: R, operation: (acc: R, Byte) -> R): R {
    var accumulator = initial
    for (element in this) accumulator = operation(accumulator, element)
    return accumulator
}
```

```kotlin
fun ShortArray.fold(initial: R, operation: (acc: R, Short) -> R): R {
    var accumulator = initial
    for (element in this) accumulator = operation(accumulator, element)
    return accumulator
}
```

```kotlin
fun IntArray.fold(initial: R, operation: (acc: R, Int) -> R): R {
    var accumulator = initial
    for (element in this) accumulator = operation(accumulator, element)
    return accumulator
}
```

```kotlin
fun LongArray.fold(initial: R, operation: (acc: R, Long) -> R): R {
    var accumulator = initial
    for (element in this) accumulator = operation(accumulator, element)
    return accumulator
}
```

```kotlin
fun FloatArray.fold(initial: R, operation: (acc: R, Float) -> R): R {
    var accumulator = initial
    for (element in this) accumulator = operation(accumulator, element)
    return accumulator
}
```

```kotlin
fun DoubleArray.fold(initial: R, operation: (acc: R, Double) -> R): R {
    var accumulator = initial
    for (element in this) accumulator = operation(accumulator, element)
    return accumulator
}
```

```kotlin
fun BooleanArray.fold(initial: R, operation: (acc: R, Boolean) -> R): R {
    var accumulator = initial
    for (element in this) accumulator = operation(accumulator, element)
    return accumulator
}
```

```kotlin
fun CharArray.fold(initial: R, operation: (acc: R, Char) -> R): R {
    var accumulator = initial
    for (element in this) accumulator = operation(accumulator, element)
    return accumulator
}
```

```kotlin
fun <T> Array<out T>.count(predicate: (T) -> Boolean): Int {
    var count = 0
    for (element in this) if (predicate(element)) ++count
    return count
}
```

```kotlin
fun <T> Array<out T>.count(predicate: (T) -> Boolean): Int {
    var count = 0
    for (element in this) if (predicate(element)) ++count
    return count
}
```

```kotlin
fun <T> Array<out T>.count(predicate: (T) -> Boolean): Int {
    var count = 0
    for (element in this) if (predicate(element)) ++count
    return count
}
```

```kotlin
fun <T> Array<out T>.count(predicate: (T) -> Boolean): Int {
    var count = 0
    for (element in this) if (predicate(element)) ++count
    return count
}
```

```kotlin
fun <T> Array<out T>.count(predicate: (T) -> Boolean): Int {
    var count = 0
    for (element in this) if (predicate(element)) ++count
    return count
}
```

```kotlin
fun <T> Array<out T>.count(predicate: (T) -> Boolean): Int {
    var count = 0
    for (element in this) if (predicate(element)) ++count
    return count
}
```

```kotlin
fun <T> Array<out T>.count(predicate: (T) -> Boolean): Int {
    var count = 0
    for (element in this) if (predicate(element)) ++count
    return count
}
```

```kotlin
fun <T> Array<out T>.count(predicate: (T) -> Boolean): Int {
    var count = 0
    for (element in this) if (predicate(element)) ++count
    return count
}
```

```kotlin
fun <T> Array<out T>.count(predicate: (T) -> Boolean): Int {
    var count = 0
    for (element in this) if (predicate(element)) ++count
    return count
}
```

```kotlin
fun <T> Array<out T>.count(predicate: (T) -> Boolean): Int {
    var count = 0
    for (element in this) if (predicate(element)) ++count
    return count
}
```

```kotlin
fun <T> Array<out T>.count(predicate: (T) -> Boolean): Int {
    var count = 0
    for (element in this) if (predicate(element)) ++count
    return count
}
```

```kotlin
fun <T> Array<out T>.count(predicate: (T) -> Boolean): Int {
    var count = 0
    for (element in this) if (predicate(element)) ++count
    return count
}
```

```kotlin
fun <T> Array<out T>.count(predicate: (T) -> Boolean): Int {
    var count = 0
    for (element in this) if (predicate(element)) ++count
    return count
}
```

```kotlin
fun <T> Array<out T>.count(predicate: (T) -> Boolean): Int {
    var count = 0
    for (element in this) if (predicate(element)) ++count
    return count
}
```

```kotlin
fun <T> Array<out T>.count(predicate: (T) -> Boolean): Int {
    var count = 0
    for (element in this) if (predicate(element)) ++count
    return count
}
```

```kotlin
fun <T> Array<out T>.count(predicate: (T) -> Boolean): Int {
    var count = 0
    for (element in this) if (predicate(element)) ++count
    return count
}
```

```kotlin
fun <T> Array<out T>.count(predicate: (T) -> Boolean): Int {
    var count = 0
    for (element in this) if (predicate(element)) ++count
    return count
}
```
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right
* to current accumulator value and each element with its index in the original array.
* @param [operation]
function that takes the index of an element, current accumulator value
* and the element itself, and calculates the next accumulator value.
* @public inline fun <R> FloatArray.foldIndexed(initial: R, operation: (index: Int, acc: R, Float) -> R): R {
    var index = 0
    var accumulator = initial
    return accumulator
* * Accumulates value starting with [initial] value and applying [operation] from right to left
* to current accumulator value and each element with its index in the original array.
* @param [operation]
function that takes the index of an element, current accumulator value
* and the element itself, and calculates the next accumulator value.
* @public inline fun <R> ShortArray.foldIndexed(initial: R, operation: (index: Int, acc: R, Short) -> R): R {
    var index = 0
    var accumulator = initial
    return accumulator
* * Accumulates value starting with [initial] value and applying [operation] from right to left
* to current accumulator value and each element with its index in the original array.
* @param [operation]
function that takes the index of an element, current accumulator value
* and the element itself, and calculates the next accumulator value.
* @public inline fun <R> LongArray.foldIndexed(initial: R, operation: (Long, acc: R) -> R): R {
    var index = 0
    var accumulator = initial
    return accumulator
* * Accumulates value starting with [initial] value and applying [operation] from right to left
* to current accumulator value and each element with its index in the original array.
* @param [operation]
function that takes the index of an element, current accumulator value
* and the element itself, and calculates the next accumulator value.
* @public inline fun <R> DoubleArray.foldIndexed(initial: R, operation: (index: Int, acc: R, Double) -> R): R {
    var index = 0
    var accumulator = initial
    return accumulator
* * Accumulates value starting with [initial] value and applying [operation] from right to left
* to current accumulator value and each element with its index in the original array.
* @param [operation]
function that takes the index of an element, current accumulator value
* and the element itself, and calculates the next accumulator value.
* @public inline fun <R> BooleanArray.foldIndexed(initial: R, operation: (index: Int, acc: R, Boolean) -> R): R {
    var index = 0
    var accumulator = initial
    return accumulator
* * Accumulates value starting with [initial] value and applying [operation] from right to left
* to current accumulator value and each element with its index in the original array.
* @param [operation]
function that takes the index of an element, current accumulator value
* and the element itself, and calculates the next accumulator value.
* @public inline fun <R> ByteArray.foldIndexed(initial: R, operation: (Byte, acc: R) -> R): R {
    var index = 0
    var accumulator = initial
    return accumulator
* * Accumulates value starting with [initial] value and applying [operation] from right to left
* to current accumulator value and each element with its index in the original array.
* @param [operation]
accumulator value.

@param [operation] function that takes the index of an element, the element itself
\* and current accumulator value, and calculates the next accumulator value.

* /\n
@<R>

BooleanArray.foldRightIndexed(initial: R, operation: (index: Int, Boolean, acc: R) -> R): R

{  var index = lastIndex\n  var accumulator = initial\n  while (index >= 0) {  \n    accumulator = operation(index, get(index), accumulator)\n    --index\n  }  \n  return accumulator\n}

* Accumulates value starting with [initial] value and applying [operation] from right to left
* to each element with its index in the original array and current accumulator value.

* /\n
@<R>

CharArray.foldRightIndexed(initial: R, operation: (index: Int, Char, acc: R) -> R): R

{  var index = lastIndex\n  var accumulator = initial\n  while (index >= 0) {  \n    accumulator = operation(index, get(index), accumulator)\n    --index\n  }  \n  return accumulator\n}

* Accumulates value starting with [initial] value and applying [operation] from right to left
* to each element with its index in the original array and current accumulator value.

* /\n
forEach(action: (T) -> Unit): Unit

{  for (element in this)\n    action(element)\n}

forEachIndexed(action: (index: Int, T) -> Unit): Unit

{  var index = 0\n  for (item in this) action(index++, item)\n}

forEachIndexed(action: (index: Int, Byte) -> Unit): Unit

{  var index = 0\n  for (item in this) action(index++, item)\n}

forEachIndexed(action: (index: Int, Short) -> Unit): Unit

{  var index = 0\n  for (item in this) action(index++, item)\n}

forEachIndexed(action: (index: Int, Int) -> Unit): Unit

{  var index = 0\n  for (item in this) action(index++, item)\n}

forEachIndexed(action: (index: Int, Long) -> Unit): Unit

{  var index = 0\n  for (item in this) action(index++, item)\n}

forEachIndexed(action: (index: Int, Float) -> Unit): Unit

{  var index = 0\n  for (item in this) action(index++, item)\n}

forEachIndexed(action: (index: Int, Double) -> Unit): Unit

{  var index = 0\n  for (item in this) action(index++, item)\n}

forEachIndexed(action: (index: Int, Boolean) -> Unit): Unit

{  var index = 0\n  for (item in this) action(index++, item)\n}

forEachIndexed(action: (index: Int, Char) -> Unit): Unit

{  var index = 0\n  for (item in this) action(index++, item)\n}

forEachIndexed(action: (index: Int, Byte) -> Unit): Unit

{  var index = 0\n  for (item in this) action(index++, item)\n}

forEachIndexed(action: (index: Int, Short) -> Unit): Unit

{  var index = 0\n  for (item in this) action(index++, item)\n}

forEachIndexed(action: (index: Int, Int) -> Unit): Unit

{  var index = 0\n  for (item in this) action(index++, item)\n}

forEachIndexed(action: (index: Int, Long) -> Unit): Unit

{  var index = 0\n  for (item in this) action(index++, item)\n}

forEachIndexed(action: (index: Int, Float) -> Unit): Unit

{  var index = 0\n  for (item in this) action(index++, item)\n}

forEachIndexed(action: (index: Int, Double) -> Unit): Unit

{  var index = 0\n  for (item in this) action(index++, item)\n}

forEachIndexed(action: (index: Int, Boolean) -> Unit): Unit

{  var index = 0\n  for (item in this) action(index++, item)\n}

forEachIndexed(action: (index: Int, Char) -> Unit): Unit

{  var index = 0\n  for (item in this) action(index++, item)\n}
DoubleArray.forEachIndexed(action: (index: Int, Double) -> Unit): Unit { \n \n var index = 0 \n for (item in this) \n  action(index++, item) \n return max\n \n * @param [action] function that takes the index of an element and the element itself\n * and performs the desired action on the element.\n */
public inline fun BooleanArray.forEachIndexed(action: (index: Int, Boolean) -> Unit): Unit { \n \n var index = 0 \n for (item in this) \n  action(index++, item) \n return max\n \n * @param [action] function that takes the index of an element and the element itself\n * and performs the desired action on the element.\n */
public inline fun ByteArray.forEachIndexed(action: (index: Int, Byte) -> Unit): Byte? { \n \n for (i in 1..lastIndex) \n  val e = this[i] \n  val v = selector(e) \n  if (maxValue < v) \n  { \n    maxElem = e \n  } \n \n lastIndex = this.lastIndex \n if (lastIndex == 0) return maxElem \n \n \n var maxValue = selector(maxElem) \n \n for (i in 1..lastIndex) \n  val e = this[i] \n  val v = selector(e) \n  if (maxValue < v) \n  { \n    maxElem = e \n  } \n \n return maxElem
}

/**
 * Returns the largest element or `null` if there are no elements.\n * @param {T} \n * @returns {T?}
 */
public inline fun <T : Comparable<T>> Array<out T>.max(): T? { \n \n if (isEmpty()) return null \n \n var max = this[0] \n \n for (i in 1..lastIndex) \n { \n  val e = this[i] \n  if (max < e) max = e \n } \n \n return max
}

/**
 * Returns the largest element or `null` if there are no elements.\n * @param {T} \n * @returns {T?}
 */
@SinceKotlin("1.1")
public fun Array<out Double>.max(): Double? { \n \n if (isEmpty()) return null \n \n var max = this[0] \n \n for (i in 1..lastIndex) \n { \n  val e = this[i] \n  \n  if (max < e) max = e \n  } \n \n return max
}

/**
 * Returns the largest element or `null` if there are no elements.\n */
public fun ByteArray.max(): Byte? { \n \n if (isEmpty()) return null \n \n var max = this[0] \n \n for (i in 1..lastIndex) \n { \n  val e = this[i] \n  \n  if (max < e) max = e \n  } \n \n return max
}

/**
 * Returns the largest element or `null` if there are no elements.\n * @sample samples.collections.Collections.Aggregates.maxByOrNull \n * @returns {Double?}
 */
public inline fun DoubleArray.maxBy(selector: (Double) -> Double): Double? { \n \n if (isEmpty()) return null \n \n var maxElem = this[0] \n \n var maxValue = selector(maxElem) \n \n for (i in 1..lastIndex) \n { \n  val e = this[i] \n  \n  val v = selector(e) \n  \n  if (maxValue < v) \n  { \n    maxElem = e \n    \n    maxValue = v \n  } \n \n  return maxElem
}

/**
 * Returns the first element yielding the largest value of the given function or `null` if there are no elements.\n */
public fun CharArray.max(): Char? { \n \n if (isEmpty()) return null \n \n var max = this[0] \n \n for (i in 1..lastIndex) \n { \n  \n  val e = this[i] \n  \n  val v = selector(e) \n  \n  if (maxValue < v) \n  { \n    maxElem = e
```
public inline fun <R : Comparable<R>>
    ShortArray.maxBy(selector: (Short) -> R): Short? {
    if (isEmpty()) return null
    var maxElem = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return maxElem
    var maxValue = selector(maxElem)
    for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (maxValue < v) {
            maxElem = e
            maxValue = v
        }
    }
    return maxElem
}

/**
 * Returns the first element yielding the largest value of the given function or `null` if there are no elements.
 */
public inline fun <R : Comparable<R>>
    IntArray.maxBy(selector: (Int) -> R): Int? {
    if (isEmpty()) return null
    var maxElem = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return maxElem
    var maxValue = selector(maxElem)
    for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (maxValue < v) {
            maxElem = e
            maxValue = v
        }
    }
    return maxElem
}

/**
 * Returns the first element yielding the largest value of the given function or `null` if there are no elements.
 */
public inline fun <R : Comparable<R>>
    LongArray.maxBy(selector: (Long) -> R): Long? {
    if (isEmpty()) return null
    var maxElem = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return maxElem
    var maxValue = selector(maxElem)
    for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (maxValue < v) {
            maxElem = e
            maxValue = v
        }
    }
    return maxElem
}

/**
 * Returns the first element yielding the largest value of the given function or `null` if there are no elements.
 */
public inline fun <R : Comparable<R>>
    FloatArray.maxBy(selector: (Float) -> R): Float? {
    if (isEmpty()) return null
    var maxElem = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return maxElem
    var maxValue = selector(maxElem)
    for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (maxValue < v) {
            maxElem = e
            maxValue = v
        }
    }
    return maxElem
}

/**
 * Returns the first element yielding the largest value of the given function or `null` if there are no elements.
 */
public inline fun <R : Comparable<R>>
    DoubleArray.maxBy(selector: (Double) -> R): Double? {
    if (isEmpty()) return null
    var maxElem = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return maxElem
    var maxValue = selector(maxElem)
    for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (maxValue < v) {
            maxElem = e
            maxValue = v
        }
    }
    return maxElem
}

/**
 * Returns the first element yielding the largest value of the given function or `null` if there are no elements.
 */
public inline fun <R : Comparable<R>>
    BooleanArray.maxBy(selector: (Boolean) -> R): Boolean? {
    if (isEmpty()) return null
    var maxElem = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return maxElem
    var maxValue = selector(maxElem)
    for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (maxValue < v) {
            maxElem = e
            maxValue = v
        }
    }
    return maxElem
}

/**
 * Returns the first element having the largest value according to the provided [comparator] or `null` if there are no elements.
 */
public fun <T> Array<out T>.maxWith(comparator: Comparator<in T>): T? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(max, e) < 0) max = e
    }
    return max
}

/**
 * Returns the first element having the largest value according to the provided [comparator] or `null` if there are no elements.
 */
public fun ByteArray.maxWith(comparator: Comparator<in Byte>): Byte? { /* ... */

Open Source Used In DNAC Platform Frey 5765
(isEmpty()) return null
  var max = this[0]
  for (i in 1..lastIndex) {
    val e = this[i]
    if (comparator.compare(max, e) < 0) max = e
  }
  return max
}

@SinceKotlin("1.1")
public fun Array<out Double>.min(): Double? {
  if (isEmpty()) return null
  var min = this[0]
  for (i in 1..lastIndex) {
    val e = this[i]
    if (comparator.compare(max, e) < 0) max = e
  }
  return max
}

/**
 * Returns the first element having the largest value according to the provided [comparator]
 * or `null` if there are no elements.
 */
public fun FloatArray.maxWith(comparator: Comparator<in Float>): Float? {
  if (isEmpty()) return null
  var max = this[0]
  for (i in 1..lastIndex) {
    val e = this[i]
    if (comparator.compare(max, e) < 0) max = e
  }
  return max
}

/**
 * Returns the first element having the largest value according to the provided [comparator]
 * or `null` if there are no elements.
 */
public fun DoubleArray.maxWith(comparator: Comparator<in Double>): Double? {
  if (isEmpty()) return null
  var max = this[0]
  for (i in 1..lastIndex) {
    val e = this[i]
    if (comparator.compare(max, e) < 0) max = e
  }
  return max
}

/**
 * Returns the first element having the largest value according to the provided [comparator]
 * or `null` if there are no elements.
 */
public fun LongArray.maxWith(comparator: Comparator<in Long>): Long? {
  if (isEmpty()) return null
  var max = this[0]
  for (i in 1..lastIndex) {
    val e = this[i]
    if (comparator.compare(max, e) < 0) max = e
  }
  return max
}

/**
 * Returns the first element having the largest value according to the provided [comparator]
 * or `null` if there are no elements.
 */
public fun ShortArray.maxWith(comparator: Comparator<in Short>): Short? {
  if (isEmpty()) return null
  var max = this[0]
  for (i in 1..lastIndex) {
    val e = this[i]
    if (comparator.compare(max, e) < 0) max = e
  }
  return max
}

/**
 * Returns the first element having the largest value according to the provided [comparator]
 * or `null` if there are no elements.
 */
public fun ByteArray.maxWith(comparator: Comparator<in Byte>): Byte? {
  if (isEmpty()) return null
  var max = this[0]
  for (i in 1..lastIndex) {
    val e = this[i]
    if (comparator.compare(max, e) < 0) max = e
  }
  return max
}

/**
 * Returns the first element having the largest value according to the provided [comparator]
 * or `null` if there are no elements.
 */
public fun CharArray.maxWith(comparator: Comparator<in Char>): Char? {
  if (isEmpty()) return null
  var max = this[0]
  for (i in 1..lastIndex) {
    val e = this[i]
    if (comparator.compare(max, e) < 0) max = e
  }
  return max
}

/**
 * Returns the first element having the largest value according to the provided [comparator]
 * or `null` if there are no elements.
 */
public fun IntArray.maxWith(comparator: Comparator<in Int>): Int? {
  if (isEmpty()) return null
  var max = this[0]
  for (i in 1..lastIndex) {
    val e = this[i]
    if (comparator.compare(max, e) < 0) max = e
  }
  return max
}

/**
 * Returns the first element having the largest value according to the provided [comparator]
 * or `null` if there are no elements.
 */
public fun BooleanArray.maxWith(comparator: Comparator<in Boolean>): Boolean? {
  if (isEmpty()) return null
  var max = this[0]
  for (i in 1..lastIndex) {
    val e = this[i]
    if (comparator.compare(max, e) < 0) max = e
  }
  return max
}
this[i]\n if (e.isNaN()) return e
      }\n      return min
  }\n} /* Returns the smallest element or 'null' if there are no elements. */\n
fun DoubleArray.min() : Double? {\n    if (isEmpty()) return null\n    var min = this[0] \n    for (i in 1..lastIndex) { \n        val e = this[i] \n        if (e.isNaN()) return e \n        if (min > e) min = e \n    } \n    return min
} /* Returns the smallest element or 'null' if there are no elements. */

CharArray.min() : Char? {\n    if (isEmpty()) return null\n    var min = this[0] \n    for (i in 1..lastIndex) { \n        val e = this[i] \n        if (min > e) min = e \n    } \n    return min
} /* Returns the first element yielding the smallest value of the given function or 'null' if there are no elements. */

ByteArray.minBy(selector: (Byte) -> R): Byte? {\n    if (isEmpty()) return null\n    var minElem = this[0] \n    val lastIndex = this.lastIndex \n    if (lastIndex == 0) return minElem \n    var minValue = selector(minElem) \n    for (i in 1..lastIndex) { \n        val e = this[i] \n        val v = selector(e) \n        if (minValue > v) { \n            minElem = e
            minValue = v
        } \n    } \n    return minElem
} /* Returns the first element yielding the smallest value of the given function or 'null' if there are no elements. */

ShortArray.minBy(selector: (Short) -> R): Short? {\n    if (isEmpty()) return null\n    var minElem = this[0] \n    val lastIndex = this.lastIndex \n    if (lastIndex == 0) return minElem \n    var minValue = selector(minElem) \n    for (i in 1..lastIndex) { \n        val e = this[i] \n        val v = selector(e) \n        if (minValue > v) { \n            minElem = e
            minValue = v
        } \n    } \n    return minElem
} /* Returns the first element yielding the smallest value of the given function or 'null' if there are no elements. */

IntArray.minBy(selector: (Int) -> R): Int? {\n    if (isEmpty()) return null\n    var minElem = this[0] \n    val lastIndex = this.lastIndex \n    if (lastIndex == 0) return minElem \n    var minValue = selector(minElem) \n    for (i in 1..lastIndex) { \n        val e = this[i] \n        val v = selector(e) \n        if (minValue > v) { \n            minElem = e
            minValue = v
        } \n    } \n    return minElem
} /* Returns the first element yielding the smallest value of the given function or 'null' if there are no elements. */

LongArray.minBy(selector: (Long) -> R): Long? {\n    if (isEmpty()) return null\n    var minElem = this[0] \n    val lastIndex = this.lastIndex \n    if (lastIndex == 0) return minElem \n    var minValue = selector(minElem) \n    for (i in 1..lastIndex) { \n        val e = this[i] \n        val v = selector(e) \n        if (minValue > v) { \n            minElem = e
            minValue = v
        } \n    } \n    return minElem
} /* Returns the first element yielding the smallest value of the given function or 'null' if there are no elements. */

FloatArray.minBy(selector: (Float) -> R): Float? {\n    if (isEmpty()) return null\n    var minElem = this[0] \n    val lastIndex = this.lastIndex \n    if (lastIndex == 0) return minElem \n    var minValue = selector(minElem) \n    for (i in 1..lastIndex) { \n        val e = this[i] \n        val v = selector(e) \n        if (minValue > v) { \n            minElem = e
            minValue = v
        } \n    } \n    return minElem
} /* Returns the first element yielding the smallest value of the given function or 'null' if there are no elements. */

DoubleArray.minBy(selector: (Double) -> R): Double? {\n    if (isEmpty()) return null\n    var minElem = this[0] \n    val lastIndex = this.lastIndex \n    if (lastIndex == 0) return minElem \n    var minValue = selector(minElem) \n    for (i in 1..lastIndex) { \n        val e = this[i] \n        val v = selector(e) \n        if (minValue > v) { \n            minElem = e
            minValue = v
        } \n    } \n    return minElem
} /* Returns the first element yielding the smallest value of the given function or 'null' if there are no elements. */
minValue = v
    }
    return minElem
}

/**
 * Returns the first element yielding the smallest value of the given function or ‘null’ if there are no elements.
 */
public inline fun <R : Comparable<R>>
BooleanArray.minBy(selector: ( Boolean) -> R): Boolean?

/**
 * Returns the first element having the smallest value according to the provided [comparator] or ‘null’ if there are no elements.
 */

/**
 * Returns the first element yielding the smallest value of the given function or ‘null’ if there are no elements.
 */
public inline fun <R : Comparable<R>>
CharArray.minBy(selector: (Char) -> R): Char?

/**
 * Returns the first element having the smallest value according to the provided [comparator] or ‘null’ if there are no elements.
 */

/**
 * Returns the first element having the smallest value according to the provided [comparator] or ‘null’ if there are no elements.
 */
public fun <T> Array<out T>.minWith(comparator: Comparator<in T>): T?

/**
 * Returns the first element having the smallest value according to the provided [comparator] or ‘null’ if there are no elements.
 */
public fun ByteArray.minWith(comparator: Comparator<in Byte>): Byte?

/**
 * Returns the first element having the smallest value according to the provided [comparator] or ‘null’ if there are no elements.
 */
public fun ShortArray.minWith(comparator: Comparator<in Short>): Short?

/**
 * Returns the first element having the smallest value according to the provided [comparator] or ‘null’ if there are no elements.
 */
public fun IntArray.minWith(comparator: Comparator<in Int>): Int?

/**
 * Returns the first element having the smallest value according to the provided [comparator] or ‘null’ if there are no elements.
 */
public fun LongArray.minWith(comparator: Comparator<in Long>): Long?

/**
 * Returns the first element having the smallest value according to the provided [comparator] or ‘null’ if there are no elements.
 */
public fun FloatArray.minWith(comparator: Comparator<in Float>): Float?

/**
 * Returns the first element having the smallest value according to the provided [comparator] or ‘null’ if there are no elements.
 */
public fun DoubleArray.minWith(comparator: Comparator<in Double>): Double?

/**
 * Returns the first element yielding the smallest value of the given function or ‘null’ if there are no elements.
 */

/**
 * Returns the first element having the smallest value according to the provided [comparator] or ‘null’ if there are no elements.
 */
public fun BooleanArray.minBy(selector: ( Boolean) -> R): Boolean?

/**
 * Returns the first element having the smallest value according to the provided [comparator] or ‘null’ if there are no elements.
 */

/**
 * Returns the first element yielding the smallest value of the given function or ‘null’ if there are no elements.
 */
public inline fun <R : Comparable<R>>
CharArray.minBy(selector: (Char) -> R): Char?

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 * Returns the first element having the smallest value according to the provided [comparator] or ‘null’ if there are no elements.
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 * Returns the first element yielding the smallest value of the given function or ‘null’ if there are no elements.
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public inline fun <R : Comparable<R>>
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 */

/**
 * Returns the first element yielding the smallest value of the given function or ‘null’ if there are no elements.
 */
public inline fun <R : Comparable<R>>
BooleanArray.minBy(selector: ( Boolean) -> R): Boolean?
**isEmpty()**

```kotlin
/**
 * Returns `true` if the array has no elements.
 * 
 * @sample
 */
public fun ShortArray.isEmpty(): Boolean {
    return
}

/**
 * Returns `true` if the array has no elements.
 * 
 * @sample
 */
public fun IntArray.isEmpty(): Boolean {
    return
}

/**
 * Returns `true` if the array has no elements.
 * 
 * @sample
 */
public fun LongArray.isEmpty(): Boolean {
    return
}

/**
 * Returns `true` if the array has no elements.
 * 
 * @sample
 */
public fun FloatArray.isEmpty(): Boolean {
    return
}

/**
 * Returns `true` if the array has no elements.
 * 
 * @sample
 */
public fun DoubleArray.isEmpty(): Boolean {
    return
}

/**
 * Returns `true` if the array has no elements.
 * 
 * @sample
 */
public fun BooleanArray.isEmpty(): Boolean {
    return
}

/**
 * Returns `true` if no elements match the given [predicate].
 * 
 * @sample
 */
public inline fun <T> Array<out T>.none(predicate: (T) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return false
    return
}

/**
 * Returns `true` if no elements match the given [predicate].
 * 
 * @sample
 */
public inline fun ByteArray.none(predicate: (Byte) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return false
    return
}

/**
 * Returns `true` if no elements match the given [predicate].
 * 
 * @sample
 */
public inline fun ShortArray.none(predicate: (Short) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return false
    return
}

/**
 * Returns `true` if no elements match the given [predicate].
 * 
 * @sample
 */
public inline fun IntArray.none(predicate: (Int) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return false
    return
}

/**
 * Returns `true` if no elements match the given [predicate].
 * 
 * @sample
 */
public inline fun LongArray.none(predicate: (Long) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return false
    return
}

/**
 * Returns `true` if no elements match the given [predicate].
 * 
 * @sample
 */
public inline fun FloatArray.none(predicate: (Float) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return false
    return
}

/**
 * Returns `true` if no elements match the given [predicate].
 * 
 * @sample
 */
public inline fun DoubleArray.none(predicate: (Double) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return false
    return
}

/**
 * Returns `true` if no elements match the given [predicate].
 * 
 * @sample
 */
public inline fun BooleanArray.none(predicate: (Boolean) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return false
    return
}

/**
 * Returns `true` if no elements match the given [predicate].
 * 
 * @sample
 */
public inline fun CharArray.none(predicate: (Char) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return false
    return
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right to
 * current accumulator value and each element.
 * 
 * @sample
 */
public inline fun <S, T : S> Array<out T>.reduce(operation: (acc: S, T) -> S): S {
    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator: S = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right to current accumulator value and each element.
 * 
 * @sample
 */
public inline fun ByteArray.reduce(operation: (acc: Byte, Byte) -> Byte): Byte {
    if (isEmpty())
        throw
    var accumulator: Byte = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right to current accumulator value and each element.
 * 
 * @sample
 */
public inline fun ShortArray.reduce(operation: (acc: Short, Short) -> Short): Short {
    if (isEmpty())
        throw
    var accumulator: Short = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right to current accumulator value and each element.
 * 
 * @sample
 */
public inline fun IntArray.reduce(operation: (acc: Int, Int) -> Int): Int {
    if (isEmpty())
        throw
    var accumulator: Int = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right to current accumulator value and each element.
 * 
 * @sample
 */
public inline fun LongArray.reduce(operation: (acc: Long, Long) -> Long): Long {
    if (isEmpty())
        throw
    var accumulator: Long = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right to current accumulator value and each element.
 * 
 * @sample
 */
public inline fun FloatArray.reduce(operation: (acc: Float, Float) -> Float): Float {
    if (isEmpty())
        throw
    var accumulator: Float = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right to current accumulator value and each element.
 * 
 * @sample
 */
public inline fun DoubleArray.reduce(operation: (acc: Double, Double) -> Double): Double {
    if (isEmpty())
        throw
    var accumulator: Double = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right to current accumulator value and each element.
 * 
 * @sample
 */
public inline fun BooleanArray.reduce(operation: (acc: Boolean, Boolean) -> Boolean): Boolean {
    if (isEmpty())
        throw
    var accumulator: Boolean = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right to current accumulator value and each element.
 * 
 * @sample
 */
public inline fun CharArray.reduce(operation: (acc: Char, Char) -> Char): Char {
    if (isEmpty())
        throw
    var accumulator: Char = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}
```
UnsuspectedOperationException("Empty array can't be reduced.")

var accumulator = this[0]

for (index in 1..lastIndex) {
    accumulator = operation(accumulator, this[index])
}

return accumulator

* Accumulates value starting with the first element and applying [operation] from left to right to current accumulator value and each element.

* @param [operation] function that takes the index of an element, current accumulator value and the element itself and calculates the next accumulator value.

* and the element itself and calculates the next accumulator value.

* @param [operation] function that takes the index of an element, current accumulator value and each element with its index in the original array.

* @param [operation] function that takes the index of an element, current accumulator value and each element with its index in the original array.

* @param [operation] function that takes the index of an element, current accumulator value and each element with its index in the original array.

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* @param [operation] function that takes the index of an element, current accumulator value and each element with its index in the original array.

* @param [operation] function that takes the index of an element, current accumulator value and each element with its index in the original array.

* @param [operation] function that takes the index of an element, current accumulator value and each element with its index in the original array.

* @param [operation] function that takes the index of an element, current accumulator value and each element with its index in the original array.

* @param [operation] function that takes the index of an element, current accumulator value and each element with its index in the original array.
and the element itself and calculates the next accumulator value.

```kotlin
input fun ShortArray.reduceIndexed(operation: (index: Int, acc: Short, Short) -> Short): Short {
    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(index, accumulator, this[index])
    }
    return accumulator
}

input fun IntArray.reduceIndexed(operation: (index: Int, acc: Int, Int) -> Int): Int {
    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(index, accumulator, this[index])
    }
    return accumulator
}

    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(index, accumulator, this[index])
    }
    return accumulator
}

input fun FloatArray.reduceIndexed(operation: (index: Int, acc: Float, Float) -> Float): Float {
    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(index, accumulator, this[index])
    }
    return accumulator
}

input fun DoubleArray.reduceIndexed(operation: (index: Int, acc: Double, Double) -> Double): Double {
    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(index, accumulator, this[index])
    }
    return accumulator
}

input fun BooleanArray.reduceIndexed(operation: (index: Int, acc: Boolean, Boolean) -> Boolean): Boolean {
    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(index, accumulator, this[index])
    }
    return accumulator
}

input fun CharArray.reduceIndexed(operation: (index: Int, acc: Char, Char) -> Char): Char {
    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(index, accumulator, this[index])
    }
    return accumulator
}

input fun Array<out T>.reduceRight(operation: (T, acc: S) -> S): S {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator: S = get(index--)
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}
```

Accumulates value starting with last element and applying [operation] from right to left to each element and current accumulator value.

```kotlin
public inline fun ByteArray.reduceRight(operation: (Byte, acc: Byte) -> Byte): Byte {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}

/**
 * Accumulates value starting with last element and applying [operation] from right to left to each element and current accumulator value.
 */
public inline fun ShortArray.reduceRight(operation: (Short, acc: Short) -> Short): Short {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}

/**
 * Accumulates value starting with last element and applying [operation] from right to left to each element and current accumulator value.
 */
public inline fun IntArray.reduceRight(operation: (Int, acc: Int) -> Int): Int {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}

/**
 * Accumulates value starting with last element and applying [operation] from right to left to each element and current accumulator value.
 */
public inline fun LongArray.reduceRight(operation: (Long, acc: Long) -> Long): Long {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}

/**
 * Accumulates value starting with last element and applying [operation] from right to left to each element and current accumulator value.
 */
public inline fun FloatArray.reduceRight(operation: (Float, acc: Float) -> Float): Float {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}

/**
 * Accumulates value starting with last element and applying [operation] from right to left to each element and current accumulator value.
 */
public inline fun DoubleArray.reduceRight(operation: (Double, acc: Double) -> Double): Double {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}

/**
 * Accumulates value starting with last element and applying [operation] from right to left to each element and current accumulator value.
 */
public inline fun BooleanArray.reduceRight(operation: (Boolean, acc: Boolean) -> Boolean): Boolean {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}
```

UnsupportedOperationException("Empty array can't be reduced.")

var accumulator = get(index--)
while (index >= 0) {
    accumulator = operation(index, get(index), accumulator)
    --index
} return accumulator

* Accumulates value starting with last element and applying [operation] from right to left
* to each element with its index in the original array and current accumulator value.
* @param [operation] function that takes the index of an element, the element itself
* and current accumulator value, and calculates the next accumulator value.

public inline fun ShortArray.reduceRightIndexed(operation: (index: Int, Short, acc: Short) -> Short): Short {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
        --index
    }
    return accumulator
}

/**
 * Accumulates value starting with last element and applying [operation] from right to left
 * to each element with its index in the original array and current accumulator value.
 * @param [operation] function that takes the index of an element, the element itself
 * and current accumulator value, and calculates the next accumulator value.
 */
public inline fun IntArray.reduceRightIndexed(operation: (index: Int, Int, acc: Int) -> Int): Int {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
        --index
    }
    return accumulator
}

/**
 * Accumulates value starting with last element and applying [operation] from right to left
 * to each element with its index in the original array and current accumulator value.
 * @param [operation] function that takes the index of an element, the element itself
 * and current accumulator value, and calculates the next accumulator value.
 */
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
        --index
    }
    return accumulator
}

/**
 * Accumulates value starting with last element and applying [operation] from right to left
 * to each element with its index in the original array and current accumulator value.
 * @param [operation] function that takes the index of an element, the element itself
 * and current accumulator value, and calculates the next accumulator value.
 */
public inline fun FloatArray.reduceRightIndexed(operation: (index: Int, Float, acc: Float) -> Float): Float {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
        --index
    }
    return accumulator
}

/**
 * Accumulates value starting with last element and applying [operation] from right to left
 * to each element with its index in the original array and current accumulator value.
 * @param [operation] function that takes the index of an element, the element itself
 * and current accumulator value, and calculates the next accumulator value.
 */
public inline fun DoubleArray.reduceRightIndexed(operation: (index: Int, Double, acc: Double) -> Double): Double {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
        --index
    }
    return accumulator
}

/**
 * Accumulates value starting with last element and applying [operation] from right to left
 * to each element with its index in the original array and current accumulator value.
 * @param [operation] function that takes the index of an element, the element itself
 * and current accumulator value, and calculates the next accumulator value.
 */
public inline fun BooleanArray.reduceRightIndexed(operation: (index: Int, Boolean, acc: Boolean) -> Boolean): Boolean {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
        --index
    }
    return accumulator
}

/**
 * Accumulates value starting with last element and applying [operation] from right to left
 * to each element with its index in the original array and current accumulator value.
 * @param [operation] function that takes the index of an element, the element itself
 * and current accumulator value, and calculates the next accumulator value.
 */
public inline fun CharArray.reduceRightIndexed(operation: (index: Int, Char, acc: Char) -> Char): Char {
    var index = lastIndex

the array.

```java
@public inline fun CharArray.sumByDouble(selector: (Char) -> Double): Double {
    var sum: Double = 0.0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}
```

*second* list contains elements for which 
[predicate] yielded `false`.
*/
public inline fun

```java
array into pair of lists,
 * where *first* list contains elements for which 
[predicate] yielded `true`,\n * while *second* list contains elements for which 
[predicate] yielded `false`.

```
samples.collections.Iterables.Operations.zipIterableWithTransform\n */\n\npublic inline fun <R, V> ShortArray.zip(other: Array<out R>, transform: (a: Short, b: R) -> V): List<V> {\n  val size = minOf(size, other.size)\n  val list = ArrayList<V>(size) \n  for (i in 0 until size) {\n    list.add(transform(this[i], other[i]))\n  }\n  return list\n}*/
\npublic inline fun <R, V> IntArray.zip(other: Array<out R>, transform: (a: Int, b: R) -> V): List<V> {\n  val size = minOf(size, other.size)\n  val list = ArrayList<V>(size) \n  for (i in 0 until size) {\n    list.add(transform(this[i], other[i]))\n  }\n  return list\n}*/
\npublic inline fun <R, V> LongArray.zip(other: Array<out R>, transform: (a: Long, b: R) -> V): List<V> {\n  val size = minOf(size, other.size)\n  val list = ArrayList<V>(size) \n  for (i in 0 until size) {\n    list.add(transform(this[i], other[i]))\n  }\n  return list\n}*/
\npublic inline fun <R, V> FloatArray.zip(other: Array<out R>, transform: (a: Float, b: R) -> V): List<V> {\n  val size = minOf(size, other.size)\n  val list = ArrayList<V>(size) \n  for (i in 0 until size) {\n    list.add(transform(this[i], other[i]))\n  }\n  return list\n}*/
\npublic inline fun <R, V> DoubleArray.zip(other: Array<out R>, transform: (a: Double, b: R) -> V): List<V> {\n  val size = minOf(size, other.size)\n  val list = ArrayList<V>(size) \n  for (i in 0 until size) {\n    list.add(transform(this[i], other[i]))\n  }\n  return list\n}*/
\npublic inline fun <R, V> BooleanArray.zip(other: Array<out R>, transform: (a: Boolean, b: R) -> V): List<V> {\n  val size = minOf(size, other.size)\n  val list = ArrayList<V>(size) \n  for (i in 0 until size) {\n    list.add(transform(this[i], other[i]))\n  }\n  return list\n}*/
\npublic inline fun <R, V> CharArray.zip(other: Array<out R>, transform: (a: Char, b: R) -> V): List<V> {\n  val size = minOf(size, other.size)\n  val list = ArrayList<V>(size) \n  for (i in 0 until size) {\n    list.add(transform(this[i], other[i]))\n  }\n  return list\n}*/
\n\n\nsamples.collections.Iterables.Operations.zipIterableWithTransform\n */\n\npublic inline fun <R, V> IntArray.zip(other: Array<out R>, transform: (a: Int, b: R) -> V): List<V> {\n  val size = minOf(size, other.size)\n  val list = ArrayList<V>(size) \n  for (i in 0 until size) {\n    list.add(transform(this[i], other[i]))\n  }\n  return list\n}*/
\npublic inline fun <R, V> LongArray.zip(other: Array<out R>, transform: (a: Long, b: R) -> V): List<V> {\n  val size = minOf(size, other.size)\n  val list = ArrayList<V>(size) \n  for (i in 0 until size) {\n    list.add(transform(this[i], other[i]))\n  }\n  return list\n}*/
\npublic inline fun <R, V> FloatArray.zip(other: Array<out R>, transform: (a: Float, b: R) -> V): List<V> {\n  val size = minOf(size, other.size)\n  val list = ArrayList<V>(size) \n  for (i in 0 until size) {\n    list.add(transform(this[i], other[i]))\n  }\n  return list\n}*/
\npublic inline fun <R, V> DoubleArray.zip(other: Array<out R>, transform: (a: Double, b: R) -> V): List<V> {\n  val size = minOf(size, other.size)\n  val list = ArrayList<V>(size) \n  for (i in 0 until size) {\n    list.add(transform(this[i], other[i]))\n  }\n  return list\n}*/
\npublic inline fun <R, V> BooleanArray.zip(other: Array<out R>, transform: (a: Boolean, b: R) -> V): List<V> {\n  val size = minOf(size, other.size)\n  val list = ArrayList<V>(size) \n  for (i in 0 until size) {\n    list.add(transform(this[i], other[i]))\n  }\n  return list\n}*/
\npublic inline fun <R, V> CharArray.zip(other: Array<out R>, transform: (a: Char, b: R) -> V): List<V> {\n  val size = minOf(size, other.size)\n  val list = ArrayList<V>(size) \n  for (i in 0 until size) {\n    list.add(transform(this[i], other[i]))\n  }\n  return list\n}*/
\n\n\nOpen Source Used In DNAC Platform Frey 5777
List<Pair<Short, R>> { \n    return zip(other) { t1, t2 -> t1 to t2 }\n\n} \n
// Returns a list of pairs built from the elements of ‘this’ collection and [other] array with the same index.\n\nThe returned list has length of the shortest collection.\n\n* \n* @sample samples.collections.Operations.zipIterable\n\n\nIntArray.zip(other: Iterable<R>): List<Pair<Int, R>> { \n    return zip(other) { t1, t2 -> t1 to t2 }\n\n} \n
// Returns a list of pairs built from the elements of ‘this’ collection and [other] array with the same index.\n\nThe returned list has length of the shortest collection.\n\n* \n* @sample samples.collections.Operations.zipIterable\n\n\nFloatArray.zip(other: Iterable<R>): List<Pair<Float, R>> { \n    return zip(other) { t1, t2 -> t1 to t2 }\n\n} \n
// Returns a list of pairs built from the elements of ‘this’ collection and [other] array with the same index.\n\nThe returned list has length of the shortest collection.\n\n* \n* @sample samples.collections.Operations.zipIterable\n\n\nBooleanArray.zip(other: Iterable<R>): List<Pair<Boolean, R>> { \n    return zip(other) { t1, t2 -> t1 to t2 }\n\n} \n
// Returns a list of pairs built from the elements of ‘this’ collection and [other] array with the same index.\n\nThe returned list has length of the shortest collection.\n\n* \n* @sample samples.collections.Operations.zipIterable\n\n\nCharArray.zip(other: Iterable<R>): List<Pair<Char, R>> { \n    return zip(other) { t1, t2 -> t1 to t2 }\n\n} \n
// Returns a list of values built from the elements of ‘this’ array and the [other] collection with the same index\n\nusing the provided [transform] function applied to each pair of elements.\n\n* \n* @sample samples.collections.Operations.zipIterable\n\n\nByteArray.zip(other: Iterable<R>, transform: (a: Byte, b: R) -> V): List<V> { \n    val arraySize = size\n    val list = \n
    var i = 0\n    for (element in other) {
        if (i >= arraySize) break\n        list.add(transform(this[i++], element))\n    }\n
    return list\n\n} \n
// Returns a list of values built from the elements of ‘this’ array and the [other] collection with the same index\n\nusing the provided [transform] function applied to each pair of elements.\n\n* \n* @sample samples.collections.Operations.zipIterable\n\n\nShortArray.zip(other: Iterable<R>, transform: (a: Short, b: R) -> V): List<V> { \n    val arraySize = size\n    val list = \n
    var i = 0\n    for (element in other) {
        if (i >= arraySize) break\n        list.add(transform(\n            this[i++], element))\n    }\n
    return list\n\n} \n
// Returns a list of values built from the elements of ‘this’ array and the [other] collection with the same index\n\nusing the provided [transform] function applied to each pair of elements.\n\n* \n* @sample samples.collections.Operations.zipIterable\n\n\nIntArray.zip(other: Iterable<R>, transform: (a: Int, b: R) -> V): List<V> { \n    val arraySize = size\n    val list = \n
    var i = 0\n    for (element in other) {
        if (i >= arraySize) break\n        list.add(transform(\n            this[i++], element))\n    }\n
    return list\n\n} \n
// Returns a list of values built from the elements of ‘this’ array and the [other] collection with the same index\n\nusing the provided [transform] function applied to each pair of elements.\n\n* \n* @sample samples.collections.Operations.zipIterable\n\n\n
provided [transform] function applied to each pair of elements.
The returned list has length of the shortest collection.

```kotlin
    val arraySize = size
    val list = ArrayList<V>(minOf(other.collectionSizeOrDefault(10), arraySize))
    var i = 0
    for (element in other) {
        if (i >= arraySize) break
        list.add(transform(this[i++], element))
    }
    return list
}
```

Options

- FloatArray
- DoubleArray
- BooleanArray
- CharArray

Infix operators

- ByteArray.zip
- ShortArray.zip
- IntArray.zip
- LongArray.zip
- FloatArray.zip
List<Pair<Float, Float>> {  
  return zip(other) { t1, t2 -> t1 to t2 }  
}  

/**
 * Returns a list of pairs built from the elements of `this` array and the [other] array with the same index.
 * The returned list has length of the shortest collection.
 */  
public infix fun DoubleArray.zip(other: DoubleArray): List<Pair<Double, Double>> {  
  return zip(other) { t1, t2 -> t1 to t2 }  
}  

/**
 * Returns a list of pairs built from the elements of `this` array and the [other] array with the same index.
 * The returned list has length of the shortest collection.
 */  
public infix fun BooleanArray.zip(other: BooleanArray): List<Pair<Boolean, Boolean>> {  
  return zip(other) { t1, t2 -> t1 to t2 }  
}  

/**
 * Returns a list of pairs built from the elements of `this` array and the [other] array with the same index.
 * The returned list has length of the shortest collection.
 */  
public infix fun CharArray.zip(other: CharArray): List<Pair<Char, Char>> {  
  return zip(other) { t1, t2 -> t1 to t2 }  
}  

/**
 * Returns a list of values built from the elements of `this` array and the [other] array with the same index
 * using the provided [transform] function applied to each pair of elements.
 */  
public inline fun ByteArray.zip(other: ByteArray, transform: (a: Byte, b: Byte) -> V): List<V> {  
  val size = minOf(size, other.size)
  val list = ArrayList<V>(size)
  for (i in 0 until size) {  
    list.add(transform(this[i], other[i]))
  }
  return list
}  

/**
 * Returns a list of values built from the elements of `this` array and the [other] array with the same index
 * using the provided [transform] function applied to each pair of elements.
 */  
public inline fun ShortArray.zip(other: ShortArray, transform: (a: Short, b: Short) -> V): List<V> {  
  val size = minOf(size, other.size)
  val list = ArrayList<V>(size)
  for (i in 0 until size) {  
    list.add(transform(this[i], other[i]))
  }
  return list
}  

/**
 * Returns a list of values built from the elements of `this` array and the [other] array with the same index
 * using the provided [transform] function applied to each pair of elements.
 */  
public inline fun IntArray.zip(other: IntArray, transform: (a: Int, b: Int) -> V): List<V> {  
  val size = minOf(size, other.size)
  val list = ArrayList<V>(size)
  for (i in 0 until size) {  
    list.add(transform(this[i], other[i]))
  }
  return list
}  

/**
 * Returns a list of values built from the elements of `this` array and the [other] array with the same index
 * using the provided [transform] function applied to each pair of elements.
 */  
public inline fun LongArray.zip(other: LongArray, transform: (a: Long, b: Long) -> V): List<V> {  
  val size = minOf(size, other.size)
  val list = ArrayList<V>(size)
  for (i in 0 until size) {  
    list.add(transform(this[i], other[i]))
  }
  return list
}  

/**
 * Returns a list of values built from the elements of `this` array and the [other] array with the same index
 * using the provided [transform] function applied to each pair of elements.
 */  
public inline fun FloatArray.zip(other: FloatArray, transform: (a: Float, b: Float) -> V): List<V> {  
  val size = minOf(size, other.size)
  val list = ArrayList<V>(size)
  for (i in 0 until size) {  
    list.add(transform(this[i], other[i]))
  }
  return list
}  

/**
 * Returns a list of values built from the elements of `this` array and the [other] array with the same index
 * using the provided [transform] function applied to each pair of elements.
 */  
public inline fun DoubleArray.zip(other: DoubleArray, transform: (a: Double, b: Double) -> V): List<V> {  
  val size = minOf(size, other.size)
  val list = ArrayList<V>(size)
  for (i in 0 until size) {  
    list.add(transform(this[i], other[i]))
  }
  return list
}
samples.collections.Iterables.Operations.zipIterableWithTransform

```kotlin
public inline fun <V>
BooleanArray.zip(other: BooleanArray, transform: (a: Boolean, b: Boolean) -> V): List<V> {
    val size = minOf(size, other.size)
    val list = ArrayList<V>(size)
    for (i in 0 until size) {
        list.add(transform(this[i], other[i]))
    }
    return list
}

/**
 * Returns a list of values built from the elements of `this` array and the
 * other array with the same index using the provided `transform` function applied to each pair of elements.
 */
public inline fun <V>
CharArray.zip(other: CharArray, transform: (a: Char, b: Char) -> V): List<V> {
    val size = minOf(size, other.size)
    val list = ArrayList<V>(size)
    for (i in 0 until size) {
        list.add(transform(this[i], other[i]))
    }
    return list
}

/**
 * Appends the string from all the elements separated using [separator] and using the
 * given [prefix] and [postfix] if supplied.
 */
public fun <T, A : Appendable> Array<out T>.joinTo(buffer: A, separator: CharSequence = ", ", prefix: CharSequence = "", postfix: CharSequence = "", limit: Int = -1, truncated: CharSequence = "...", transform: ((T) -> CharSequence)? = null): A {
    buffer.append(prefix)
    var count = 0
    for (element in this) {
        if (++count > 1)
            buffer.append(separator)
        if (limit < 0 || count <= limit) {
            if (transform != null)
                buffer.append(transform(element))
            else
                buffer.append(element.toString())
        } else break
    }
    if (limit >= 0 && count > limit) buffer.append(truncated)
    buffer.append(postfix)
    return buffer
}
```
```kotlin
/**
 * Appends the string from all the elements separated using [separator] and using the given
 * [prefix] and [postfix] if supplied. If the collection could be huge, you can specify a non-negative value of
 * [limit], in which case only the first [limit] elements will be appended, followed by the [truncated] string (which
 * defaults to "...").
 * @param buffer The buffer to write to.
 * @param separator The separator string.
 * @param prefix The prefix string.
 * @param postfix The postfix string.
 * @param limit The limit of elements to append.
 * @param truncated The truncated string.
 * @param transform The transform function to apply to each element.
 * @return The updated buffer.
 */
public fun <A : Appendable> buffer.joinTo(buffer: A, separator: CharSequence, prefix: CharSequence, postfix: CharSequence, limit: Int, truncated: CharSequence, transform: ((Any) -> CharSequence)? = null): A {
    buffer.append(prefix)
    var count = 0
    for (element in this) {
        if (++count > 1)
            break
        buffer.append(element.toString())
    }
    return buffer
}

/**
 * Appends the string from all the elements separated using [separator] and using the given
 * [prefix] and [postfix] if supplied. If the collection could be huge, you can specify a non-negative value of
 * [limit], in which case only the first [limit] elements will be appended, followed by the [truncated] string (which
 * defaults to "...").
 * @param buffer The buffer to write to.
 * @param separator The separator string.
 * @param prefix The prefix string.
 * @param postfix The postfix string.
 * @param limit The limit of elements to append.
 * @param truncated The truncated string.
 * @param transform The transform function to apply to each element.
 * @return The updated buffer.
 */
public fun <A : Appendable> buffer.joinTo(buffer: A, separator: CharSequence, prefix: CharSequence, postfix: CharSequence, limit: Int, truncated: CharSequence, transform: ((Any) -> CharSequence)? = null): A {
    buffer.append(prefix)
    var count = 0
    for (element in this) {
        if (++count > 1)
            break
        buffer.append(element.toString())
    }
    return buffer
}
```

buffer.append(transform(element))
        } else
            buffer.append(element)
    }
    if (limit >= 0 && count > limit) buffer.append(truncated)
    buffer.append(postfix)
    return buffer
}

/**
 * Creates a string from all the elements separated using [separator] and using the given [prefix] and [postfix] if supplied.
 * If the collection could be huge, you can specify a non-negative value of [limit], in which case only the first [limit] elements
 * will be appended, followed by the [truncated] string (which defaults to "...").
 * @sample samples.collections.Collections.Transformations.joinToString
 */
public fun <T> Array<out T>.joinToString(separator: CharSequence = ", ", prefix: CharSequence = "", postfix: CharSequence = "", limit: Int = -1, truncated: CharSequence? = null): String {
    return joinTo(StringBuilder(), separator, prefix, postfix, limit, truncated, transform).toString()
}

/**
 * Creates a string from all the elements separated using [separator] and using the given [prefix] and [postfix] if supplied.
 * If the collection could be huge, you can specify a non-negative value of [limit], in which case only the first
 * elements will be appended, followed by the [truncated] string (which defaults to "...").
 * @sample samples.collections.Collections.Transformations.joinToString
 */
public fun ByteArray.joinToString(separator: CharSequence = ", ", prefix: CharSequence = "", postfix: CharSequence = "", limit: Int = -1, truncated: CharSequence? = null): String {
    return joinTo(StringBuilder(), separator, prefix, postfix, limit, truncated, transform).toString()
}

/**
 * Creates a string from all the elements separated using [separator] and using the given [prefix] and [postfix] if supplied.
 * If the collection could be huge, you can specify a non-negative value of [limit], in which case only the first
 * elements will be appended, followed by the [truncated] string (which defaults to "...").
 * @sample samples.collections.Collections.Transformations.joinToString
 */
public fun ShortArray.joinToString(separator: CharSequence = ", ", prefix: CharSequence = "", postfix: CharSequence = "", limit: Int = -1, truncated: CharSequence? = null): String {
    return joinTo(StringBuilder(), separator, prefix, postfix, limit, truncated, transform).toString()
}

/**
 * Creates a string from all the elements separated using [separator] and using the given [prefix] and [postfix] if supplied.
 * If the collection could be huge, you can specify a non-negative value of [limit], in which case only the first
 * elements will be appended, followed by the [truncated] string (which defaults to "...").
 * @sample samples.collections.Collections.Transformations.joinToString
 */
public fun IntArray.joinToString(separator: CharSequence = ", ", prefix: CharSequence = "", postfix: CharSequence = "", limit: Int = -1, truncated: CharSequence? = null): String {
    return joinTo(StringBuilder(), separator, prefix, postfix, limit, truncated, transform).toString()
}

/**
 * Creates a string from all the elements separated using [separator] and using the given [prefix] and [postfix] if supplied.
 * If the collection could be huge, you can specify a non-negative value of [limit], in which case only the first
 * elements will be appended, followed by the [truncated] string (which defaults to "...").
 * @sample samples.collections.Collections.Transformations.joinToString
 */
public fun LongArray.joinToString(separator: CharSequence = ", ", prefix: CharSequence = "", postfix: CharSequence = "", limit: Int = -1, truncated: CharSequence? = null): String {
    return joinTo(StringBuilder(), separator, prefix, postfix, limit, truncated, transform).toString()
}

/**
 * Creates a string from all the elements separated using [separator] and using the given [prefix] and [postfix] if supplied.
 * If the collection could be huge, you can specify a non-negative value of [limit], in which case only the first
 * elements will be appended, followed by the [truncated] string (which defaults to "...").
 * @sample samples.collections.Collections.Transformations.joinToString
 */
public fun FloatArray.joinToString(separator: CharSequence = ", ", prefix: CharSequence = "", postfix: CharSequence = "", limit: Int = -1, truncated: CharSequence? = null): String {
    return joinTo(StringBuilder(), separator, prefix, postfix, limit, truncated, transform).toString()
}

/**
 * Creates a string from all the elements separated using [separator] and using the given [prefix] and [postfix] if supplied.
 * If the collection could be huge, you can specify a non-negative value of [limit], in which case only the first
 * elements will be appended, followed by the [truncated] string (which defaults to "...").
 * @sample samples.collections.Collections.Transformations.joinToString
 */
public fun DoubleArray.joinToString(separator: CharSequence = ", ", prefix: CharSequence = "", postfix: CharSequence = "", limit: Int = -1, truncated: CharSequence? = null): String {
    return joinTo(StringBuilder(), separator, prefix, postfix, limit, truncated, transform).toString()
Sequence<Int> {
    if (isEmpty()) return emptySequence()
    return Sequence { this.iterator() }
}

/**
 * Creates a [Sequence] instance that wraps the original array returning its elements when being iterated.
 * @sample samples.collections.Sequences.Building.sequenceFromArray
 */
public fun LongArray.asSequence(): Sequence<Long> {
    if (isEmpty()) return emptySequence()
    return Sequence { this.iterator() }
}

/**
 * Creates a [Sequence] instance that wraps the original array returning its elements when being iterated.
 * @sample samples.collections.Sequences.Building.sequenceFromArray
 */
public fun FloatArray.asSequence(): Sequence<Float> {
    if (isEmpty()) return emptySequence()
    return Sequence { this.iterator() }
}

/**
 * Creates a [Sequence] instance that wraps the original array returning its elements when being iterated.
 * @sample samples.collections.Sequences.Building.sequenceFromArray
 */
public fun DoubleArray.asSequence(): Sequence<Double> {
    if (isEmpty()) return emptySequence()
    return Sequence { this.iterator() }
}

/**
 * Creates a [Sequence] instance that wraps the original array returning its elements when being iterated.
 * @sample samples.collections.Sequences.Building.sequenceFromArray
 */
public fun BooleanArray.asSequence(): Sequence<Boolean> {
    if (isEmpty()) return emptySequence()
    return Sequence { this.iterator() }
}

/**
 * Creates a [Sequence] instance that wraps the original array returning its elements when being iterated.
 * @sample samples.collections.Sequences.Building.sequenceFromArray
 */
public fun CharArray.asSequence(): Sequence<Char> {
    if (isEmpty()) return emptySequence()
    return Sequence { this.iterator() }
}

/**
 * Returns an average value of elements in the array.
 */
@kotlin.jvm.JvmName("averageOfByte")
public fun Array<out Byte>.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        ++count
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the array.
 */
@kotlin.jvm.JvmName("averageOfShort")
public fun Array<out Short>.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        ++count
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the array.
 */
@kotlin.jvm.JvmName("averageOfInt")
public fun Array<out Int>.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        ++count
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the array.
 */
@kotlin.jvm.JvmName("averageOfLong")
public fun Array<out Long>.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        ++count
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the array.
 */
@kotlin.jvm.JvmName("averageOfFloat")
public fun Array<out Float>.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        ++count
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the array.
 */
@kotlin.jvm.JvmName("averageOfDouble")
public fun Array<out Double>.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        ++count
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the array.
 */
public fun ByteArray.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        ++count
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the array.
 */
public fun ShortArray.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        ++count
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the array.
 */
public fun IntArray.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        ++count
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the array.
 */
public fun LongArray.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        ++count
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the array.
 */
public fun FloatArray.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        ++count
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the array.
 */
public fun DoubleArray.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        ++count
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the array.
 */
public fun BooleanArray.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        ++count
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the array.
 */
public fun CharArray.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        ++count
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the array.
 */
public fun Array<out Byte>.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        ++count
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the array.
 */
public fun Array<out Short>.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        ++count
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the array.
 */
public fun Array<out Int>.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        ++count
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the array.
 */
public fun Array<out Long>.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        ++count
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the array.
 */
public fun Array<out Float>.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        ++count
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the array.
 */
public fun Array<out Double>.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        ++count
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the array.
 */
public fun ByteArray.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        ++count
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the array.
 */
public fun ShortArray.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        ++count
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the array.
 */
public fun IntArray.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        ++count
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the array.
 */
public fun LongArray.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        ++count
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the array.
 */
public fun FloatArray.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        ++count
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the array.
 */
public fun DoubleArray.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        ++count
    }
    return if (count == 0) Double.NaN else sum / count
}
DoubleArray.average(): Double {\n    var sum = Double(0.0)\n    var count = Int(0)\n    for (element in this) {\n        sum += element\n    }\n    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns the sum of all elements in the array.
 */
@kotlin.jvm.JvmName("sumOfByte")
public fun Array<out Byte>.sum(): Int {\n    var sum = Int(0)\n    for (element in this) {\n        sum += element\n    }\n    return sum\n}

/**
 * Returns the sum of all elements in the array.
 */
@kotlin.jvm.JvmName("sumOfShort")
public fun Array<out Short>.sum(): Int {\n    var sum = Int(0)\n    for (element in this) {\n        sum += element\n    }\n    return sum\n}

/**
 * Returns the sum of all elements in the array.
 */
@kotlin.jvm.JvmName("sumOfInt")
public fun Array<out Int>.sum(): Int {\n    var sum = Int(0)\n    for (element in this) {\n        sum += element\n    }\n    return sum\n}

/**
 * Returns the sum of all elements in the array.
 */
@kotlin.jvm.JvmName("sumOfLong")
public fun Array<out Long>.sum(): Long {\n    var sum = Long(0L)\n    for (element in this) {\n        sum += element\n    }\n    return sum\n}

/**
 * Returns the sum of all elements in the array.
 */
@kotlin.jvm.JvmName("sumOfFloat")
public fun Array<out Float>.sum(): Float {\n    var sum = Float(0.0f)\n    for (element in this) {\n        sum += element\n    }\n    return sum\n}

/**
 * Returns the sum of all elements in the array.
 */
@kotlin.jvm.JvmName("sumOfDouble")
public fun Array<out Double>.sum(): Double {\n    var sum = Double(0.0)\n    for (element in this) {\n        sum += element\n    }\n    return sum\n}

/**
 * Returns the sum of all elements in the array.
 */
public fun ByteArray.sum(): Int {\n    var sum = Int(0)\n    for (element in this) {\n        sum += element\n    }\n    return sum\n}

/**
 * Returns the sum of all elements in the array.
 */
public fun ShortArray.sum(): Int {\n    var sum = Int(0)\n    for (element in this) {\n        sum += element\n    }\n    return sum\n}

/**
 * Returns the sum of all elements in the array.
 */
public fun IntArray.sum(): Int {\n    var sum = Int(0)\n    for (element in this) {\n        sum += element\n    }\n    return sum\n}

/**
 * Returns the sum of all elements in the array.
 */
public fun LongArray.sum(): Long {\n    var sum = Long(0L)\n    for (element in this) {\n        sum += element\n    }\n    return sum\n}

/**
 * Returns the sum of all elements in the array.
 */
public fun FloatArray.sum(): Float {\n    var sum = Float(0.0f)\n    for (element in this) {\n        sum += element\n    }\n    return sum\n}

/**
 * Returns the sum of all elements in the array.
 */
public fun DoubleArray.sum(): Double {\n    var sum = Double(0.0)\n    for (element in this) {\n        sum += element\n    }\n    return sum\n}


public fun CharRange.random(random: Random): Char

    try {
        return
    } catch (e: IllegalArgumentException) {
        throw
    }

    return
}

/**
 * Returns `true` if this range contains the specified [element].
 * Always returns `false` if the [element] is `null`.
 */
public fun IntRange.contains(element: Int?): Boolean

    return contains(element)

/**
 * Returns `true` if this range contains the specified [element].
 * Always returns `false` if the [element] is `null`.
 */
public fun LongRange.contains(element: Long?): Boolean

    return contains(element)

/**
 * Returns `true` if this range contains the specified [element].
 * Always returns `false` if the [element] is `null`.
 */
public fun CharRange.contains(element: Char?): Boolean

    return contains(element)

/**
 * Checks if the specified [value] belongs to this range.
 */
public operator fun ClosedRange<Int>.contains(value: Byte): Boolean

    return contains(value)

/**
 * Checks if the specified [value] belongs to this range.
 */
public operator fun ClosedRange<Long>.contains(value: Byte): Boolean

    return contains(value)

/**
 * Checks if the specified [value] belongs to this range.
 */
public operator fun ClosedRange<Short>.contains(value: Byte): Boolean

    return contains(value)

/**
 * Checks if the specified [value] belongs to this range.
 */
public operator fun ClosedRange<Double>.contains(value: Byte): Boolean

    return contains(value)

/**
 * Checks if the specified [value] belongs to this range.
 */
public operator fun ClosedRange<Float>.contains(value: Byte): Boolean

    return contains(value)
contains(it) else false }
\n*\n@Deprecated("This `contains` operation mixing integer and floating point arguments has ambiguous semantics and is going to be removed.")\n\n@kotlin.jvm.JvmName("longRangeContains")\n\npublic operator fun ClosedRange<Long>.\ncontains(value: Float): Boolean {
\nreturn value.toLongExactOrNull().let { if (it != null) contains(it) else false }
\n*\n@Deprecated("This `contains` operation mixing integer and floating point arguments has ambiguous semantics and is going to be removed.")\n\n@kotlin.jvm.JvmName("byteRangeContains")\n\npublic operator fun ClosedRange<Byte>.\ncontains(value: Float): Boolean {
\nreturn value.toByteExactOrNull().let { if (it != null) contains(it) else false }
\n*\n@Deprecated("This `contains` operation mixing integer and floating point arguments has ambiguous semantics and is going to be removed.")\n\n@kotlin.jvm.JvmName("shortRangeContains")\n\npublic operator fun ClosedRange<Short>.\ncontains(value: Float): Boolean {
\nreturn value.toShortExactOrNull().let { if (it != null) contains(it) else false }
\n*\n@kotlin.jvm.JvmName("doubleRangeContains")\n\npublic operator fun ClosedRange<Double>.\ncontains(value: Float): Boolean {
\nreturn value.toDouble()
\n*\n@kotlin.jvm.JvmName("intRangeContains")\n\npublic operator fun ClosedRange<Int>.\ncontains(value: Long): Boolean {
\nreturn value.toIntExactOrNull().let { if (it != null) contains(it) else false }
\n*\n@kotlin.jvm.JvmName("byteRangeContains")\n\npublic operator fun ClosedRange<Byte>.\ncontains(value: Long): Boolean {
\nreturn value.toByteExactOrNull().let { if (it != null) contains(it) else false }
\n*\n@Deprecated("This `contains` operation mixing integer and floating point arguments has ambiguous semantics and is going to be removed.")\n\n@kotlin.jvm.JvmName("shortRangeContains")\n\npublic operator fun ClosedRange<Short>.\ncontains(value: Long): Boolean {
\nreturn value.toShortExactOrNull().let { if (it != null) contains(it) else false }
\n*\n@kotlin.jvm.JvmName("doubleRangeContains")\n\npublic operator fun ClosedRange<Double>.\ncontains(value: Long): Boolean {
\nreturn value.toDouble()
\n*\n@kotlin.jvm.JvmName("intRangeContains")\n\npublic operator fun ClosedRange<Int>.\ncontains(value: Short): Boolean {
\nreturn value.toInt()
\n*\n@kotlin.jvm.JvmName("longRangeContains")\n\npublic operator fun ClosedRange<Long>.\ncontains(value: Short): Boolean {
\nreturn value.toLong()}
ClosedRange<Long>.contains(value: Short): Boolean { return contains(value.toLong()) } // Checks if the specified [value] belongs to this range.

*\*\n
ClosedRange<Byte>.contains(value: Short): Boolean { return value.toByteArray().let { if (it != null) contains(it) else false } } // Checks if the specified [value] belongs to this range.

*\*\n
ClosedRange<Integer>.contains(value: Short): Boolean { return contains(value.toFloat()) } // Checks if the specified [value] belongs to this range.

*\*\n
ClosedRange<Long>.contains(value: Short): Boolean {
    return contains(value.toLong())
}

/**
 * Checks if the specified [value] belongs to this range.
 */
@kotlin.jvm.JvmName("byteRangeContains")
public operator fun ClosedRange<Byte>.contains(value: Short): Boolean {
    return value.toByteExactOrNull().let { if (it != null) contains(it) else false }
}

/**
 * Checks if the specified [value] belongs to this range.
 */
@deprecated("This 'contains' operation mixing integer and floating point arguments has ambiguous semantics and is going to be removed.")
@kotlin.jvm.JvmName("doubleRangeContains")
public operator fun ClosedRange<Double>.contains(value: Short): Boolean {
    return contains(value.toDouble())
}

/**
 * Checks if the specified [value] belongs to this range.
 */
@deprecated("This 'contains' operation mixing integer and floating point arguments has ambiguous semantics and is going to be removed.")
@kotlin.jvm.JvmName("floatRangeContains")
public operator fun ClosedRange<Float>.contains(value: Short): Boolean {
    return contains(value.toFloat())
}

/**
 * Returns a progression from this value down to the specified [to] value with the step -1.\n */
public infix fun Int.downTo(to: Byte): IntProgression { return IntProgression.fromClosedRange(this, to.toInt(), -1) } // The [to] value should be less than or equal to `this` value.

*\*\n
/**
 * Returns a progression from this value down to the specified [to] value with the step -1.\n */
public infix fun Long.downTo(to: Byte): LongProgression { return LongProgression.fromClosedRange(this, to.toLong(), -1L) } // The [to] value should be less than or equal to `this` value.

*\*\n
/**
 * Returns a progression from this value down to the specified [to] value with the step -1.\n */
public infix fun Int.downTo(to: Byte): IntProgression {
    return IntProgression.fromClosedRange(this, to.toInt(), -1)
}

*/

/**
 * Returns a progression from this value down to the specified [to] value with the step -1.\n */
public infix fun Long.downTo(to: Int): LongProgression {
    return LongProgression.fromClosedRange(this, to.toLong(), -1L)
}

*/

/**
 * Returns a progression from this value down to the specified [to] value with the step -1.\n */
public infix fun Byte.downTo(to: Byte): IntProgression {
    return IntProgression.fromClosedRange(this.toInt(), to.toInt(), -1)
}

*/

/**
 * Returns a progression from this value down to the specified [to] value with the step -1.\n */
public infix fun Short.downTo(to: Byte): IntProgression {
    return IntProgression.fromClosedRange(this.toInt(), to.toInt(), -1)
}

*/

/**
 * Returns a progression from this value down to the specified [to] value with the step -1.\n */
public infix fun Char.downTo(to: Char): CharProgression {
    return CharProgression.fromClosedRange(this, to, -1)
}

*/

/**
 * Returns a progression from this value down to the specified [to] value with the step -1.\n */
public infix fun Int.downTo(to: Int): IntProgression {
    return IntProgression.fromClosedRange(this, to.toInt(), -1)
}

*/

/**
 * Returns a progression from this value down to the specified [to] value with the step -1.\n */
public infix fun Long.downTo(to: Int): LongProgression {
    return LongProgression.fromClosedRange(this, to.toLong(), -1L)
}

*/

/**
 * Returns a progression from this value down to the specified [to] value with the step -1.\n */
public infix fun Byte.downTo(to: Int): IntProgression {
    return IntProgression.fromClosedRange(this.toInt(), to, -1)
}

*/

/**
 * Returns a progression from this value down to the specified [to] value with the step -1.\n */
public infix fun Short.downTo(to: Int): IntProgression {
    return IntProgression.fromClosedRange(this.toInt(), to, -1)
}

*/

/**
 * Returns a progression from this value down to the specified [to] value with the step -1.\n */
public infix fun Int.downTo(to: Long): LongProgression {
    return LongProgression.fromClosedRange(this, to, -1L)
}

*/

/**
 * Returns a progression from this value down to the specified [to] value with the step -1.\n */
public infix fun Long.downTo(to: Long): LongProgression {
    return LongProgression.fromClosedRange(this,
Returns a progression from this value down to the specified [to] value with the step -1.
The [to] value should be less than or equal to ‘this’ value. If the [to] value is greater than ‘this’ value the returned progression is empty.

Returns a progression from this value down to the specified [to] value with the step -1. The [to] value should be less than or equal to ‘this’ value.

If the [to] value is greater than ‘this’ value the returned progression is empty.

Returns a progression from this value down to the specified [to] value with the step -1. The [to] value should be less than or equal to ‘this’ value.

If the [to] value is greater than ‘this’ value the returned progression is empty.

Returns a progression from this value down to the specified [to] value with the step -1. The [to] value should be less than or equal to ‘this’ value.

If the [to] value is greater than ‘this’ value the returned progression is empty.

Returns a progression from this value down to the specified [to] value with the step -1. The [to] value should be less than or equal to ‘this’ value.

If the [to] value is greater than ‘this’ value the returned progression is empty.

Returns a progression from this value down to the specified [to] value with the step -1. The [to] value should be less than or equal to ‘this’ value.

If the [to] value is greater than ‘this’ value the returned progression is empty.
Float.toIntExactOrNull(): Int? { return if (this in Int.MIN_VALUE.toFloat()..Int.MAX_VALUE.toFloat()) this.toInt() else null
}

internal fun Double.toLongExactOrNull(): Long? {
    return if (this in Long.MIN_VALUE.toDouble()..Long.MAX_VALUE.toDouble()) this.toLong() else null
}

internal fun Float.toLongExactOrNull(): Long? {
    return if (this in Long.MIN_VALUE.toFloat()..Long.MAX_VALUE.toFloat()) this.toLong() else null
}

internal fun Int.toShortExactOrNull(): Short? {
    return if (this in Short.MIN_VALUE.toInt()..Short.MAX_VALUE.toInt()) this.toShort() else null
}

internal fun Long.toShortExactOrNull(): Short? {
    return if (this in Short.MIN_VALUE.toLong()..Short.MAX_VALUE.toLong()) this.toShort() else null
}

/**
 * Returns a range from this value up to but excluding the specified [to] value.
 */
public infix fun Int.until(to: Byte): IntRange {
    return this .. (to.toInt() - 1).toInt()
}

/**
 * Returns a range from this value up to but excluding the specified [to] value.
 */
public infix fun Long.until(to: Byte): LongRange {
    return this .. (to.toLong() - 1).toLong()
}

/**
 * Returns a range from this value up to but excluding the specified [to] value.
 */
public infix fun Byte.until(to: Byte): IntRange {
    return this.toInt() .. (to.toInt() - 1).toInt()
}

/**
 * Returns a range from this value up to but excluding the specified [to] value.
 */
public infix fun Char.until(to: Char): CharRange {
    if (to <= Char.MIN_VALUE) return CharRange.EMPTY
    return this .. (to - 1).toChar()
}

/**
 * Returns a range from this value up to but excluding the specified [to] value.
 */
public infix fun Int.until(to: Int): IntRange {
    if (to <= Int.MIN_VALUE) return IntRange.EMPTY
    return this .. (to - 1).toInt()
}

/**
 * Returns a range from this value up to but excluding the specified [to] value.
 */
public infix fun Long.until(to: Int): LongRange {
    return this .. (to.toLong() - 1).toLong()
}

/**
 * Returns a range from this value up to but excluding the specified [to] value.
 */
public infix fun Byte.until(to: Int): IntRange {
    if (to <= Int.MIN_VALUE) return IntRange.EMPTY
    return this .. (to - 1).toInt()
}

/**
 * Returns a range from this value up to but excluding the specified [to] value.
 */
public infix fun Short.until(to: Int): IntRange {
    if (to <= Int.MIN_VALUE) return IntRange.EMPTY
    return this .. (to - 1).toInt()
}

/**
 * Returns a range from this value up to but excluding the specified [to] value.
 */
public infix fun Int.until(to: Long): LongRange {
    if (to <= Long.MIN_VALUE) return LongRange.EMPTY
    return this .. (to - 1).toLong()
}

/**
 * Returns a range from this value up to but excluding the specified [to] value.
 */
public infix fun Long.until(to: Long): LongRange {
    if (to <= Long.MIN_VALUE) return LongRange.EMPTY
    return this .. (to - 1).toLong()
}

/**
 * Returns a range from this value up to but excluding the specified [to] value.
 */
public infix fun Byte.until(to: Long): LongRange {
    if (to <= Long.MIN_VALUE) return LongRange.EMPTY
    return this .. (to - 1).toLong()
}

/**
 * Returns a range from this value up to but excluding the specified [to] value.
 */
public infix fun Short.until(to: Long): LongRange {
    if (to <= Long.MIN_VALUE) return LongRange.EMPTY
    return this .. (to - 1).toLong()
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1).toLong()  

**
 * Returns a range from this value up to but excluding the specified [to] value.
 * 
 * If the [to] value is less than or equal to `this` value, then the returned range is empty.
 */

@public infix fun Int.until(to: Short): IntRange {
    return this .. (to.toInt() - 1).toInt()
}

/**
 * Returns a range from this value up to but excluding the specified [to] value.
 * 
 * If the [to] value is less than or equal to `this` value, then the returned range is empty.
 */

@public infix fun Long.until(to: Short): LongRange {
    return this .. (to.toInt() - 1).toInt() - 1)
}

/**
 * Returns a range from this value up to but excluding the specified [to] value.
 * 
 * If the [to] value is less than or equal to `this` value, then the returned range is empty.
 */

@public infix fun Byte.until(to: Short): IntRange {
    return this.toInt() .. (to.toInt() - 1).toInt()
}

/**
 * Returns a range from this value up to but excluding the specified [to] value.
 * 
 * If the [to] value is less than or equal to `this` value, then the returned range is empty.
 */

@public infix fun Short.until(to: Short): IntRange {
    return this.toInt() .. (to.toInt() - 1).toInt()
}

/**
 * Ensures that this value is not less than the specified [minimumValue].
 * 
 * If it's greater than or equal to the [minimumValue] or the [maximumValue] otherwise.
 */

@public fun <T : Comparable<T>>
T.coerceAtLeast(minimumValue: T): T {
    return if (this < minimumValue) minimumValue else this
}

/**
 * Ensures that this value is not less than the specified [minimumValue].
 * 
 * @return this value if it's greater than or equal to the [minimumValue] or the [maximumValue] otherwise.
 */

@public fun Byte.coerceAtLeast(minimumValue: Byte):
Byte {
    return if (this < minimumValue) minimumValue else this
}

/**
 * Ensures that this value is not less than the specified [minimumValue].
 * 
 * @return this value if it's greater than or equal to the [minimumValue] or the [maximumValue] otherwise.
 */

@public fun Short.coerceAtLeast(minimumValue: Short):
Short {
    return if (this < minimumValue) minimumValue else this
}

/**
 * Ensures that this value is not less than the specified [minimumValue].
 * 
 * @return this value if it's greater than or equal to the [minimumValue] or the [maximumValue] otherwise.
 */

@public fun Int.coerceAtLeast(minimumValue: Int):
Int {
    return if (this < minimumValue) minimumValue else this
}

/**
 * Ensures that this value is not less than the specified [minimumValue].
 * 
 * @return this value if it's greater than or equal to the [minimumValue] or the [maximumValue] otherwise.
 */

@public fun Long.coerceAtLeast(minimumValue: Long):
Long {
    return if (this < minimumValue) minimumValue else this
}

/**
 * Ensures that this value is not less than the specified [minimumValue].
 * 
 * @return this value if it's greater than or equal to the [minimumValue] or the [maximumValue] otherwise.
 */

@public fun Float.coerceAtLeast(minimumValue: Float):
Float {
    return if (this < minimumValue) minimumValue else this
}

/**
 * Ensures that this value is not less than the specified [minimumValue].
 * 
 * @return this value if it's greater than or equal to the [minimumValue] or the [maximumValue] otherwise.
 */

@public fun Double.coerceAtLeast(minimumValue: Double):
Double {
    return if (this < minimumValue) minimumValue else this
}

/**
 * Ensures that this value is not less than the specified [maximumValue].
 * 
 * If it's less than or equal to the [maximumValue] or the [maximumValue] otherwise.
 */

@public fun <T : Comparable<T>>
T.coerceAtMost(maximumValue: T): T {
    return if (this > maximumValue) maximumValue else this
}

/**
 * Ensures that this value is not greater than the specified [maximumValue].
 * 
 * If it's less than or equal to the [maximumValue] or the [maximumValue] otherwise.
 */

@public fun Byte.coerceAtMost(maximumValue: Byte):
Byte {
    return if (this > maximumValue) maximumValue else this
}

/**
 * Ensures that this value is not greater than the specified [maximumValue].
 * 
 * If it's less than or equal to the [maximumValue] or the [maximumValue] otherwise.
 */

@public fun Short.coerceAtMost(maximumValue: Short):
Short {
    return if (this > maximumValue) maximumValue else this
}

/**
 * Ensures that this value is not greater than the specified [maximumValue].
 * 
 * If it's less than or equal to the [maximumValue] or the [maximumValue] otherwise.
 */

@public fun Int.coerceAtMost(maximumValue: Int):
Int {
    return if (this > maximumValue) maximumValue else this
}

/**
 * Ensures that this value is not greater than the specified [maximumValue].
 * 
 * If it's less than or equal to the [maximumValue] or the [maximumValue] otherwise.
 */

@public fun Long.coerceAtMost(maximumValue: Long):
Long {
    return if (this > maximumValue) maximumValue else this
}

/**
 * Ensures that this value is not greater than the specified [maximumValue].
 * 
 * If it's less than or equal to the [maximumValue] or the [maximumValue] otherwise.
 */

@public fun Float.coerceAtMost(maximumValue: Float):
Float {
    return if (this > maximumValue) maximumValue else this
}

/**
 * Ensures that this value is not greater than the specified [maximumValue].
 * 
 * If it's less than or equal to the [maximumValue] or the [maximumValue] otherwise.
 */

@public fun Double.coerceAtMost(maximumValue: Double):
Double {
    return if (this > maximumValue) maximumValue else this
}
greater than the specified [maximumValue].

* @return this value if it's less than or equal to the [maximumValue] or the [maximumValue] otherwise.

* @sample samples.comparisons.ComparableOps.coerceAtMost

*/
public fun Int.coerceAtMost(maximumValue: Int): Int {
    return if (this > maximumValue) maximumValue else this
}

/**
 * Ensures that this value lies in the specified range 
 * [minimumValue]..[maximumValue].
 * 
 * @return this value if it's in the range, or [minimumValue] if this value is less than [minimumValue], or [maximumValue] if this value is greater than [maximumValue].
 * 
 * @sample samples.comparisons.ComparableOps.coerceIn
 */
public fun <T : Comparable<T>> T.coerceIn(minimumValue: T?, maximumValue: T?): T {
    if (minimumValue !== null && maximumValue !== null) {
        if (minimumValue > maximumValue) throw IllegalArgumentException("Cannot coerce value to an empty range: maximum $maximumValue is less than minimum $minimumValue.\")
        if (this < minimumValue) return minimumValue
        if (this > maximumValue) return maximumValue
    }
    else {
        if (minimumValue !== null && this < minimumValue) return minimumValue
        if (maximumValue !== null && this > maximumValue) return maximumValue
    }
    return this
}

/**
 * Ensures that this value lies in the specified range 0..1.
 * 
 * @return this value if it's in the range, or 0 if this value is less than 0, or 1 if this value is greater than 1.
 * 
 * @sample samples.comparisons.ComparableOps.coerceIn
 */
public fun Double.coerceIn(): Double {
    if (this < 0) return 0
    if (this > 1) return 1
    return this
}
Long.coerceIn(minimumValue: Long, maximumValue: Long): Long
if (minimumValue > maximumValue) throw
IllegalArgumentException("Cannot coerce value to an empty range: maximum $maximumValue is less than minimum $minimumValue.")
if (this < minimumValue) return minimumValue
if (this > maximumValue) return maximumValue
return this

Long.coerceIn(minimumValue: Long, maximumValue: Long): Long * @return return this value if it's in the range, or [minimumValue], or [maximumValue] if this value is less than [maximumValue], or [minimumValue] if this value is greater than [maximumValue].

Long.coerceIn(minimumValue: Float, maximumValue: Float): Float
if (minimumValue > maximumValue) throw
IllegalArgumentException("Cannot coerce value to an empty range: maximum $maximumValue is less than minimum $minimumValue.")
if (this < minimumValue) return minimumValue
if (this > maximumValue) return maximumValue
return this

Float.coerceIn(minimumValue: Float, maximumValue: Float): Float
if (minimumValue > maximumValue) throw
IllegalArgumentException("Cannot coerce value to an empty range: maximum $maximumValue is less than minimum $minimumValue.")
if (this < minimumValue) return minimumValue
if (this > maximumValue) return maximumValue
return this

Double.coerceIn(minimumValue: Double, maximumValue: Double): Double
if (minimumValue > maximumValue) throw
IllegalArgumentException("Cannot coerce value to an empty range: maximum $maximumValue is less than minimum $minimumValue.")
if (this < minimumValue) return minimumValue
if (this > maximumValue) return maximumValue
return this

Double.coerceIn(minimumValue: Double, maximumValue: Double): Double * @return return this value if it's in the range, or [minimumValue], or [maximumValue] if this value is greater than [maximumValue], or [minimumValue] if this value is less than [maximumValue].

ClosedFloatingPointRange.coerceIn(minimumValue: Float, maximumValue: Float): Float
ClosedRange.coerceIn(minimumValue: Int, maximumValue: Int): Int
ClosedRange.coerceIn(minimumValue: Long, maximumValue: Long): Long

Long.coerceIn(minimumValue: Long, maximumValue: Long): Long if (minimumValue > maximumValue) throw
IllegalArgumentException("Cannot coerce value to an empty range: maximum $maximumValue is less than minimum $minimumValue.")
if (this < minimumValue) return minimumValue
if (this > maximumValue) return maximumValue
return this

Long.coerceIn(minimumValue: Double, maximumValue: Double): Double
ClosedFloatingPointRange.coerceIn(minimumValue: Double, maximumValue: Double): Double

Double.coerceIn(minimumValue: Double, maximumValue: Double): Double

ClosedRange.coerceIn(minimumValue: Int, maximumValue: Int): Int
ClosedRange.coerceIn(minimumValue: Long, maximumValue: Long): Long

Int.coerceIn(minimumValue: Int, maximumValue: Int): Int
Long.coerceIn(minimumValue: Long, maximumValue: Long): Long

Long.coerceIn(minimumValue: Long, maximumValue: Long): Long

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package kotlin

import kotlin.experimental.*

@Suppress("NON_PUBLIC_PRIMARY_CONSTRUCTOR_OF_INLINE_CLASS")
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline class UByte @PublishedApi internal
    constructor(@PublishedApi internal val data: Byte) : Comparable<UByte>

    companion object {
        /**
         * A constant holding the minimum value an instance of UByte can have.
         */
        public const val MIN_VALUE: UByte = UByte(0)

        /**
         * A constant holding the maximum value an instance of UByte can have.
         */
        public const val MAX_VALUE: UByte = UByte(-1)

        /**
         * The number of bytes used to represent an instance of UByte in a binary form.
         */
        public const val SIZE_BYTES: Int = 1

        /**
         * The number of bits used to represent an instance of UByte in a binary form.
         */
        public const val SIZE_BITS: Int = 8
    }

    /**
     * Compares this value with the specified value for order.
     * Returns zero if this value is equal to the specified other value, a negative number if
     * it's less than other, 0 or a positive number if it's greater than other.
     */
    @kotlin.internal.InlineOnly
    @Suppress("OVERRIDE_BY_INLINE")
    public override inline operator fun compareTo(other: UByte): Int = this.toInt().compareTo(other.toInt())

    /**
     * Compares this value with the specified value for order.
     * Returns zero if this value is equal to the specified other value, a negative number if
     * it's less than other, 0 or a positive number if it's greater than other.
     */
    public inline operator fun compareTo(other: UShort): Int = this.toInt().compareTo(other.toInt())

    /**
     * Compares this value with the specified value for order.
     * Returns zero if this value is equal to the specified other value, a negative number if
     * it's less than other, 0 or a positive number if it's greater than other.
     */
    @kotlin.internal.InlineOnly
    public inline operator fun compareTo(other: UInt): Int = this.toUInt().compareTo(other)

    /**
     * Compares this value with the specified value for order.
     * Returns zero if this value is equal to the specified other value, a negative number if
     * it's less than other, 0 or a positive number if it's greater than other.
     */
    @kotlin.internal.InlineOnly
    public inline operator fun compareTo(other: ULong): Int = this.toULong().compareTo(other)

    /** Adds the other value to this value. */
    @kotlin.internal.InlineOnly
    public inline operator fun plus(other: UByte): UInt = this.toUInt().plus(other.toUInt())

    /** Adds the other value to this value. */
    @kotlin.internal.InlineOnly
    public inline operator fun plus(other: UShort): UInt = this.toUInt().plus(other.toUInt())

    /** Adds the other value to this value. */
    @kotlin.internal.InlineOnly
    public inline operator fun plus(other: UInt): UInt = this.toUInt().plus(other)

    /** Adds the other value to this value. */
    @kotlin.internal.InlineOnly
    public inline operator fun plus(other: ULong): ULong = this.toULong().plus(other)

    /** Subtracts the other value from this value. */
    @kotlin.internal.InlineOnly
    public inline operator fun minus(other: UByte): UInt = this.toUInt().minus(other.toUInt())

    /** Subtracts the other value from this value. */
    @kotlin.internal.InlineOnly
    public inline operator fun minus(other: UShort): UInt = this.toUInt().minus(other.toUInt())

    /** Subtracts the other value from this value. */
    @kotlin.internal.InlineOnly
    public inline operator fun minus(other: UInt): UInt = this.toUInt().minus(other)

    /** Subtracts the other value from this value. */
    @kotlin.internal.InlineOnly
    public inline operator fun minus(other: ULong): ULong = this.toULong().minus(other)

    /** Multiplies this value by the other value. */
    @kotlin.internal.InlineOnly
    public inline operator fun times(other: UByte): UInt = this.toUInt().times(other.toUInt())

    /** Multiplies this value by the other value. */
    @kotlin.internal.InlineOnly
    public inline operator fun times(other: UShort): UInt = this.toUInt().times(other.toUInt())

    /** Multiplies this value by the other value. */
    @kotlin.internal.InlineOnly
    public inline operator fun times(other: UInt): UInt = this.toUInt().times(other)

    /** Multiplies this value by the other value. */
    @kotlin.internal.InlineOnly
    public inline operator fun times(other: ULong): ULong = this.toULong().times(other)

    /** Divides this value by the other value. */
    @kotlin.internal.InlineOnly
    public inline operator fun div(other: UByte): UInt = this.toUInt().div(other.toUInt())

    /** Divides this value by the other value. */
    @kotlin.internal.InlineOnly
    public inline operator fun div(other: UShort): UInt = this.toUInt().div(other.toUInt())

    /** Divides this value by the other value. */
    @kotlin.internal.InlineOnly
    public inline operator fun div(other: UInt): UInt = this.toUInt().div(other)

    /** Divides this value by the other value. */
    @kotlin.internal.InlineOnly
    public inline operator fun div(other: ULong): ULong = this.toULong().div(other)
inline operator fun div(other: ULong): ULong = this.toULong().div(other) /** Calculates the remainder of dividing this value by the other value. */
@kotlin.internal.InlineOnly
public inline operator fun rem(other: UByte): UInt = this.toUInt().rem(other.toUInt()) /** Calculates the remainder of dividing this value by the other value. */
@kotlin.internal.InlineOnly
public inline operator fun rem(other: UShort): UInt = this.toUInt().rem(other.toUInt()) /** Calculates the remainder of dividing this value by the other value. */
@kotlin.internal.InlineOnly
public inline operator fun rem(other: Long): Long = this.toLong().rem(other) /** Calculates the remainder of dividing this value by the other value. */
@kotlin.internal.InlineOnly
public inline operator fun rem(other: Float): Float = this.toFloat().rem(other) /** Calculates the remainder of dividing this value by the other value. */

Converts this [UByte] value to [Float].

The resulting `Float` value represents the same numerical value as this `UByte`. Otherwise the result is negative.

* The resulting `Byte` value has the same binary representation as this `UByte` value.
* If this value is less than or equals to [Byte.MAX_VALUE], the resulting `Byte` value represents the same numerical value as this `UByte`.
* Otherwise the result is negative.

The resulting `Byte` value represents the same numerical value as this `UByte`.

The least significant 8 bits of the resulting `Byte` value are the same as the bits of this `UByte` value, whereas the most significant 8 bits are filled with zeros.

Converts this [UByte] value to [Byte].

The resulting `Byte` value represents the same numerical value as this `UByte`.

The least significant 8 bits of the resulting `Byte` value are the same as the bits of this `UByte` value, whereas the most significant 8 bits are filled with zeros.

Converts this [UByte] value to [Int].

The resulting `Int` value represents the same numerical value as this `UByte`.

The least significant 8 bits of the resulting `Int` value are the same as the bits of this `UByte` value, whereas the most significant 24 bits are filled with zeros.

Converts this [UByte] value to [Long].

The resulting `Long` value represents the same numerical value as this `UByte`.

The least significant 8 bits of the resulting `Long` value are the same as the bits of this `UByte` value, whereas the most significant 56 bits are filled with zeros.

Converts this [UByte] value to [Short].

The resulting `Short` value represents the same numerical value as this `UByte`.

Converts this [UByte] value to [ULong].

The resulting `ULong` value represents the same numerical value as this `UByte`.

Converts this [UByte] value to [UShort].

The resulting `UShort` value represents the same numerical value as this `UByte`.

Converts this [UByte] value to [UInt].

The resulting `UInt` value represents the same numerical value as this `UByte`.

Converts this [UByte] value to [UShort].

The resulting `UShort` value represents the same numerical value as this `UByte`.

Converts this [UByte] value to [UShort].

The resulting `UShort` value represents the same numerical value as this `UByte`.

Converts this [UByte] value to [UShort].

The resulting `UShort` value represents the same numerical value as this `UByte`.

Converts this [UByte] value to [UShort].

The resulting `UShort` value represents the same numerical value as this `UByte`.

Converts this [UByte] value to [UShort].

The resulting `UShort` value represents the same numerical value as this `UByte`.

Converts this [UByte] value to [UShort].

The resulting `UShort` value represents the same numerical value as this `UByte`.

Converts this [UByte] value to [UShort].

The resulting `UShort` value represents the same numerical value as this `UByte`.

Converts this [UByte] value to [UShort].

The resulting `UShort` value represents the same numerical value as this `UByte`.

Converts this [UByte] value to [UShort].

The resulting `UShort` value represents the same numerical value as this `UByte`.

Converts this [UByte] value to [UShort].

The resulting `UShort` value represents the same numerical value as this `UByte`.

Converts this [UByte] value to [UShort].

The resulting `UShort` value represents the same numerical value as this `UByte`.

Converts this [UByte] value to [UShort].

The resulting `UShort` value represents the same numerical value as this `UByte`.

Converts this [UByte] value to [UShort].

The resulting `UShort` value represents the same numerical value as this `UByte`.

Converts this [UByte] value to [UShort].

The resulting `UShort` value represents the same numerical value as this `UByte`.

Converts this [UByte] value to [UShort].

The resulting `UShort` value represents the same numerical value as this `UByte`.

Converts this [UByte] value to [UShort].

The resulting `UShort` value represents the same numerical value as this `UByte`.

Converts this [UByte] value to [UShort].

The resulting `UShort` value represents the same numerical value as this `UByte`.

Converts this [UByte] value to [UShort].

The resulting `UShort` value represents the same numerical value as this `UByte`.

Converts this [UByte] value to [UShort].

The resulting `UShort` value represents the same numerical value as this `UByte`.

Converts this [UByte] value to [UShort].

The resulting `UShort` value represents the same numerical value as this `UByte`.

Converts this [UByte] value to [UShort].

The resulting `UShort` value represents the same numerical value as this `UByte`.
this.toInt().toFloat()  /* Converts this [UByte] value to [Double]. */
* * The resulting 'Double' value represents the same numerical value as this 'UByte'. */
* * public inline fun toDouble(): Double = this.toInt().toDouble()

/**
 * Converts this [Int] value to [UByte].
 * The resulting 'UByte' value represents the same numerical value as this 'Int'. */
* * public override fun toString(): String =

/**
 * Converts this [Byte] value to [UByte].
 * The resulting 'UByte' value represents the same numerical value as this 'Byte'. */
* * public inline fun Byte.toUByte(): UByte = UByte(this).toInt().toString() * Converts this [Short] value to [UByte]. */
* * * If this value is positive and less than or equals to [UByte.MAX_VALUE], the resulting 'UByte' value represents the same numerical value as this 'Short'. */
* * The resulting 'UByte' value is represented by the least significant 8 bits of this 'Short'. */
* * Byte.toUByte(): UByte = UByte(this.toByte().toInt().toString() * Converts this [Int] value to [UByte]. */
* * * If this value is positive and less than or equals to [UByte.MAX_VALUE], the resulting 'UByte' value represents the least significant 8 bits of this 'Int'. */
* * public inline fun toUByte(): UByte = UByte(this.toByte().toInt().toString() * Converts this [Long] value to [UByte]. */
* * * If this value is positive and less than or equals to [UByte.MAX_VALUE], the resulting 'UByte' value represents the least significant 8 bits of this 'Long'. */
* * A constant holding the minimum value an instance of UInt can have.
* * A constant holding the maximum value an instance of UInt can have.
* * The number of bytes used to represent an instance of UInt in a binary form.
* * The number of bits used to represent an instance of UInt in a binary form.
* * The number of bits used to represent an instance of Int in a binary form.
* * The number of bits used to represent an instance of Int in a binary form.
* * Comparing this value with the specified value for order.
* * Returns zero if this value is equal to the specified other value, a negative number if it's less than other.
* * A constant holding the maximum value an instance of UInt can have.
* * The number of bytes used to represent an instance of UInt in a binary form.
* * A constant holding the minimum value an instance of UInt can have.
* * The number of bytes used to represent an instance of UInt in a binary form.
* * A constant holding the minimum value an instance of UInt can have.
* * Comparing this value with the specified value for order.
* * Returns zero if this value is equal to the specified other value, a negative number if it's less than other.
* * A constant holding the maximum value an instance of UInt can have.
* * The number of bytes used to represent an instance of UInt in a binary form.
* * A constant holding the minimum value an instance of UInt can have.
* * The number of bytes used to represent an instance of UInt in a binary form.
* * A constant holding the minimum value an instance of UInt can have.
* * The number of bytes used to represent an instance of UInt in a binary form.
* * A constant holding the minimum value an instance of UInt can have.
inline operator fun plus(other: UShort): UInt = this.plus(other.toUInt())
    /** Adds the other value to this value. */
    @kotlin.internal.InlineOnly
    public inline operator fun plus(other: UShort): UInt =
    UInt(this.data.plus(other.data))
    /** Adds the other value to this value. */
    @kotlin.internal.InlineOnly
    public inline operator fun plus(other: UByte): ULong =
    this.plus(other.toULong()).toUInt()
    /** Adds the other value to this value. */
    @kotlin.internal.InlineOnly
    public inline operator fun plus(other: UShort): UInt =
    this.plus(other.toUInt())
    /** Adds the other value to this value. */
    @kotlin.internal.InlineOnly
    public inline operator fun plus(other: UByte): ULong =
    this.plus(other.toULong())
    /** Adds the other value to this value. */
    @kotlin.internal.InlineOnly
    public inline operator fun plus(other: UShort): UInt =
    this.plus(other.toUInt())
    /** Adds the other value to this value. */
    @kotlin.internal.InlineOnly
    public inline operator fun plus(other: UByte): ULong =
    this.plus(other.toULong()).toUInt()
resulting `Short` value represents
* the same numerical value as this `UInt`.
* The resulting `Short` value is represented by the least significant 16 bits of this `UInt`.
* Note that the resulting `Short` value may be negative.
* Converts this `UInt` value to `Int`.
* If this value is less than or equals to `Int.MAX_VALUE`, the resulting `Int` value represents
* the same numerical value as this `UInt`. Otherwise the result is negative.
* The resulting `Int` value has the same binary representation as this `UInt`.
* The resulting `Byte` value is represented by the least significant 8 bits of this `UInt` value.
* The resulting `UByte` value is represented by the least significant 8 bits of this `UInt` value.
* The resulting `UShort` value is represented by the least significant 16 bits of this `UInt` value.
* The resulting `Byte` value is represented by the least significant 8 bits of this `UInt` value.
* The resulting `UByte` value is represented by the least significant 8 bits of this `UInt` value.
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* The resulting `Byte` value is represented by the least significant 8 bits of this `UInt` value.
* The resulting `UByte` value is represented by the least significant 8 bits of this `UInt` value.
[UInt.MAX_VALUE] if it’s bigger than `UInt.MAX_VALUE`. *
*`@SinceKotlin("1.3")`*@ExperimentalUnsignedTypes`@kotlin.internal.InlineOnly`*public inline fun Float.toDouble(): `UInt` = doubleToUInt(this.toDouble()) /** * Converts this [Double] value to [UInt]. */
* * * The fractional part, if any, is rounded down towards zero. */
*`@SinceKotlin("1.3")`*@ExperimentalUnsignedTypes`@kotlin.internal.InlineOnly`*public inline fun Double.toDouble(): `UInt` = doubleToUInt(this)

```java
/*
 * Copyright 2010-2019 JetBrains s.r.o. and Kotlin Programming Language contributors.
 * Use of this source code is governed by the Apache 2.0 license that can be found in the
 * LICENSE.txt file. */

// Auto-generated file. DO NOT EDIT!

package kotlin

import kotlin.experimental.*

@Suppress("NON_PUBLIC_PRIMARY_CONSTRUCTOR_OF_INLINE_CLASS")
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@PublishedApi
public inline class UShort @PublishedApi internal constructor(@PublishedApi internal val data: Short) : Comparable<UShort> {

    companion object {
        /**
         * A constant holding the minimum value an instance of UShort can have.
         */
        public const val MIN_VALUE: UShort = UShort(0)

        /**
         * A constant holding the maximum value an instance of UShort can have.
         */
        public const val MAX_VALUE: UShort = UShort(-1)

        /**
         * The number of bytes used to represent an instance of UShort in a binary form.
         */
        public const val SIZE_BYTES: Int = 2

        /**
         * The number of bits used to represent an instance of UShort in a binary form.
         */
        public const val SIZE_BITS: Int = 16

        /**
         * A constant holding the maximum value a UShort can have.
         */
        public const val UINT_MAX_VALUE: UShort = UInt.MAX_VALUE

        /**
         * Returns if this value is equal to the specified value, a negative number if it's less than other,
         * or a positive number if it's greater than other.
         */
        @kotlin.internal.InlineOnly
        @ExperimentalUnsignedTypes
        @PublishedApi
        public inline operator fun compareTo(other: UByte): Int = this.toInt().compareTo(other.toInt())

        /**
         * Compares this value with the specified value for order.
         */
        @kotlin.internal.InlineOnly
        @ExperimentalUnsignedTypes
        @PublishedApi
        public inline operator fun compareTo(other: UShort): Int = this.toInt().compareTo(other.toInt())

        /**
         * Compares this value with the specified value for order.
         */
        @kotlin.internal.InlineOnly
        @ExperimentalUnsignedTypes
        @PublishedApi
        public inline operator fun compareTo(other: UInt): Int = this.toUInt().compareTo(other)

        /**
         * Compares this value with the specified value for order.
         */
        @kotlin.internal.InlineOnly
        @ExperimentalUnsignedTypes
        @PublishedApi
        public inline operator fun compareTo(other: ULong): Int = this.toULong().compareTo(other)

        /** Adds the other value to this value. */
        @kotlin.internal.InlineOnly
        @ExperimentalUnsignedTypes
        @PublishedApi
        public inline operator fun plus(other: UByte): UInt = this.toUInt().plus(other.toUInt())

        /** Adds the other value to this value. */
        @kotlin.internal.InlineOnly
        @ExperimentalUnsignedTypes
        @PublishedApi
        public inline operator fun plus(other: UShort): UInt = this.toUInt().plus(other.toUInt())

        /** Adds the other value to this value. */
        @kotlin.internal.InlineOnly
        @ExperimentalUnsignedTypes
        @PublishedApi
        public inline operator fun plus(other: UInt): UInt = this.toUInt().plus(other)

        /** Adds the other value to this value. */
        @kotlin.internal.InlineOnly
        @ExperimentalUnsignedTypes
        @PublishedApi
        public inline operator fun plus(other: ULong): ULong = this.toULong().plus(other)

        /** Subtracts the other value from this value. */
        @kotlin.internal.InlineOnly
        @ExperimentalUnsignedTypes
        @PublishedApi
        public inline operator fun minus(other: UByte): UInt = this.toUInt().minus(other.toUInt())

        /** Subtracts the other value from this value. */
        @kotlin.internal.InlineOnly
        @ExperimentalUnsignedTypes
        @PublishedApi
        public inline operator fun minus(other: UShort): UInt = this.toUInt().minus(other.toUInt())

        /** Subtracts the other value from this value. */
        @kotlin.internal.InlineOnly
        @ExperimentalUnsignedTypes
        @PublishedApi
        public inline operator fun minus(other: UInt): UInt = this.toUInt().minus(other)

        /** Subtracts the other value from this value. */
        @kotlin.internal.InlineOnly
        @ExperimentalUnsignedTypes
        @PublishedApi
        public inline operator fun minus(other: ULong): ULong = this.toULong().minus(other)

        /** Multiplies this value by the other value. */
        @kotlin.internal.InlineOnly
        @ExperimentalUnsignedTypes
        @PublishedApi
        public inline operator fun times(other: UByte): UInt = this.toUInt().times(other.toUInt())

        /** Multiplies this value by the other value. */
        @kotlin.internal.InlineOnly
        @ExperimentalUnsignedTypes
        @PublishedApi
        public inline operator fun times(other: UShort): UInt = this.toUInt().times(other.toUInt())

        /** Multiplies this value by the other value. */
        @kotlin.internal.InlineOnly
        @ExperimentalUnsignedTypes
        @PublishedApi
        public inline operator fun times(other: UInt): UInt = this.toUInt().times(other)

        /** Multiplies this value by the other value. */
        @kotlin.internal.InlineOnly
        @ExperimentalUnsignedTypes
        @PublishedApi
        public inline operator fun times(other: ULong): ULong = this.toULong().times(other)}


* The least significant 16 bits of the resulting `UInt` value are the same as the bits of this `UShort` value, whereas the most significant 16 bits are filled with zeros.

* The resulting `ULong` value represents the same numerical value as this `UShort` value, whereas the most significant 48 bits are filled with zeros.

* The least significant 16 bits of the resulting `ULong` value are the same as the bits of this `UShort` value, whereas the most significant 48 bits are filled with zeros.

* The resulting `Float` value represents the same numerical value as this `UShort` value, whereas the most significant 24 bits are filled with zeros.

* The least significant 16 bits of the resulting `Float` value are the same as the bits of this `UShort` value, whereas the most significant 24 bits are filled with zeros.

* The least significant 16 bits of the resulting `Double` value are the same as the bits of this `UShort` value, whereas the most significant 56 bits are filled with zeros.

* The least significant 16 bits of the resulting `Double` value are the same as the bits of this `UShort` value, whereas the most significant 56 bits are filled with zeros.

* The least significant 16 bits of the resulting `Double` value are the same as the bits of this `UShort` value, whereas the most significant 56 bits are filled with zeros.

* The least significant 16 bits of the resulting `Double` value are the same as the bits of this `UShort` value, whereas the most significant 56 bits are filled with zeros.

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* The least significant 16 bits of the resulting `Double` value are the same as the bits of this `UShort` value, whereas the most significant 56 bits are filled with zeros.

* The least significant 16 bits of the resulting `Double` value are the same as the bits of this `UShort` value, whereas the most significant 56 bits are filled with zeros.
LongProgression(start, endInclusive, 1), ClosedRange<Long> {
    override val start: Long get() = first
    override
    val endInclusive: Long get() = last

    override fun contains(value: Long): Boolean = first <= value && value <= last

    companion object {
        /** An empty range of values of type Long. */
        public val EMPTY: LongRange = LongRange(1, 0)
    }
}

override fun hashCode(): Int =
        if (isEmpty()) -1 else (31 * (first xor (first ushr 32)) + (last xor (last ushr 32))).toInt()

override fun toString(): String = "$first..$last"

/*
 * Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language contributors.
 * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.
 */

@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("CollectionsKt")

package
kotlin.collections

import kotlin.contracts.*

internal object EmptyIterator : ListIterator<Nothing> {
override fun hasNext(): Boolean = false
    override fun hasPrevious(): Boolean = false
    override
    nextIndex(): Int = 0
    override fun
    index(): Int = 0
    override fun next(): Nothing = throw
NoSuchElementException()
    override fun
    previous(): Nothing = throw
NoSuchElementException()
}

internal object EmptyList : List<Nothing>, Serializable, RandomAccess {
private const val serialVersionUID: Long = -7390468764508069838L

    override fun equals(other: Any?): Boolean = other is List<*> && other.isEmpty()
    override fun hashCode(): Int = 1
    override fun toString(): String = "["]"

    override val size: Int get() = 0
    override fun isEmpty(): Boolean = true
    override fun contains(element: Nothing): Boolean = false
    override fun containsAll(elements: Collection<Nothing>): Boolean = elements.isEmpty()

    override fun get(index: Int): Nothing = throw IndexOutOfBoundsException("Empty list doesn't contain element at index $index.")
    override fun indexOf(element: Nothing): Int = -1
    override fun
    lastIndexOf(element: Nothing): Int = -1

    override fun iterator(): Iterator<Nothing> = EmptyIterator
    override fun listIterator(): ListIterator<Nothing> = EmptyIterator
    override fun listIterator(index: Int): ListIterator<Nothing> {
        if (index != 0) throw IndexOutOfBoundsException("Index: $index")
        return
EmptyIterator

    }

    override fun subList(fromIndex: Int, toIndex: Int): List<Nothing> {
        if (fromIndex == 0 && toIndex == 0) return this
        throw IndexOutOfBoundsException("fromIndex: $fromIndex, toIndex: $toIndex")
    }

    private fun readResolve(): Any = EmptyList
}

/**
 * Returns an empty read-only list.  The returned list is
 * serializable (JVM).
 * @sample samples.collections.Collections.Lists.emptyReadOnlyList
 */
public fun <T> emptyList(): List<T> = EmptyList

/**
 * Returns a new read-only list of given elements.  The returned list is
 * serializable (JVM).
 * @sample samples.collections.Collections.Lists.readOnlyList
 */
public fun <T> listOf(vararg elements: T): List<T> = if (elements.size > 0) elements.asList() else emptyList()

/**
 * Returns an empty read-only list.  The returned list is serializable (JVM).
 * @sample samples.collections.Collections.Lists.emptyReadOnlyList
 */
@SinceKotlin("1.1")
public inline fun <T> mutableListOf(): MutableList<T> = ArrayList()

/**
 * Returns a new read-only list of given elements.  The returned list is serializable (JVM).
 * @sample samples.collections.Collections.Lists.readOnlyList
 */
@SinceKotlin("1.1")
public inline fun <T> arrayListOf(): ArrayList<T> = ArrayList()

/**
 * Returns a new 

MutableList
 */
public fun <T> mutableListOf(vararg elements: T):
MutableList<T> =
    if (elements.size == 0) ArrayList() else ArrayList(ArrayAsCollection(elements, isVarargs = true))

/**
 * Returns a new [ArrayList] with the given elements.
 * @sample samples.collections.Collections.Lists.arrayList
 */
public fun <T> ArrayList(vararg elements: T): ArrayList<T> =
    if (elements.size == 0) ArrayList() else ArrayList(ArrayAsCollection(elements, isVarargs = true))

/**
 * Returns a new read-only list either of single given element, if it is not null, or empty list if the element is null. The
 * returned list is serializable (JVM).
 * @sample samples.collections.Collections.Lists.listOfNotNull
 */
public fun <T : Any> listOfNotNull(element: T?): List<T> =
    if (element != null) listOf(element) else emptyList()

/**
 * Returns a new read-only list only of those given elements, that are not null. The returned list is serializable
 * (JVM).
 * @sample samples.collections.Collections.Lists.listOfNotNull
 */
public fun <T : Any> listOfNotNull(vararg elements: T?): List<T> = elements.filterNotNull()

/**
 * Creates a new read-only list with the specified [size], where each element is calculated by calling the specified
 * function. The function [init] is called for each list element sequentially starting from the first one. It should return the value for
 * a list element given its index.
 * @sample samples.collections.Collections.Lists.readOnlyListFromInitializer
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public inline fun <T> List(size: Int, init: (index: Int) -> T): List<T> =
    MutableList(size, init)

/**
 * Creates a new mutable list with the specified [size], where each element is calculated by calling the specified
 * function [init], sequentially starting from the first element. It should return the value for a list element given its index.
 * @sample samples.collections.Collections.Lists.mutableListFromInitializer
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public inline fun <T> MutableList(size: Int, init: (index: Int) -> T): MutableList<T> {
    val list = ArrayList<T>(size)
    repeat(size) { index -> list.add(init(index)) }
    return list
}

/**
 * Returns an [IntRange] of the valid indices for this collection.
 * @sample samples.collections.Collections.Collections.indicesOfCollection
 */
public val Collection<*>.indices: IntRange
    get() = 0..size - 1

/**
 * Returns the index of the last item in the list or -1 if the list is empty.
 * @sample samples.collections.Collections.Lists.lastIndex
 */
public val <T> List<T>.lastIndex: Int
    get() = this.size - 1

/**
 * Returns `true` if the collection is not empty.
 * @sample samples.collections.Collections.Collections.collectionIsNotEmpty
 */
@kotlin.internal.InlineOnly
public inline fun <T> Collection<T>.isNotEmpty(): Boolean = !isEmpty()

/**
 * Returns `true` if this nullable collection is either null or empty.
 * @sample samples.collections.Collections.Collections.collectionIsNullOrEmpty
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline fun <T> Collection<T>?.isNullOrEmpty(): Boolean {
    contract {
        returns(false) implies (this@isNullOrEmpty != null)
    }

    return this == null || this.isEmpty()
}

/**
 * Returns this Collection if it’s not `null` and the empty list otherwise.
 * @sample samples.collections.Collections.Collections.collectionOrEmpty
 */
@kotlin.internal.InlineOnly
public inline fun <T> Collection<T>?.orEmpty(): Collection<T> = this ?: emptyList()

/**
 * Returns this List if it’s not `null` and
 * the empty list otherwise.
 * @sample samples.collections.Collections.Collections.listOrEmpty
 */
@kotlin.internal.InlineOnly
public inline fun <T> List<T>?.orEmpty(): List<T> = this ?: emptyList()

/**
 * Returns this collection if it’s not empty or the result of calling [defaultValue] function if the collection is empty.
 * @sample samples.collections.Collections.Collections.collectionIfEmpty
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline fun <C, R> C.ifEmpty(defaultValue: () -> R): R where C : Collection<*>, C : R =
    if (isEmpty()) defaultValue() else this

/**
 * Checks if all elements in the specified collection are contained in this collection.
 * @sample samples.collections.Collections.Collections.collectionContainsAll
 */
@Suppress("EXTENSION_SHADOWED_BY_MEMBER") // false warning, extension takes precedence in some cases
@kotlin.internal.InlineOnly
public inline fun <T> Collection<T>.containsAll(elements: Collection<T>): Boolean =
    this.containsAll(elements)
otherwise the result is undefined.

* If the list contains multiple elements equal to the specified [element], there is no guarantee which one will be found.

* `null` value is considered to be less than any non-null value.

* @return the index of the element, if it is contained in the list within the specified range; otherwise, the inverted insertion point `(insertion point - 1)`. The insertion point is defined as the index at which the element should be inserted, so that the list (or the specified subrange of list) still remains sorted.

* @sample samples.collections.Collections.Lists.binarySearchOnComparable

* @sample samples.collections.Collections.Lists.binarySearchWithBoundaries

* /public fun <T : Comparable<T>>

List<T?>.binarySearch(element: T?, fromIndex: Int = 0, toIndex: Int = size): Int {
    if (element == null)
        return -1
    rangeCheck(size, fromIndex, toIndex)

    var low = fromIndex
    var high = toIndex - 1

    while (low <= high) {
        val mid = (low + high).ushr(1) // safe from overflows
        val midVal = get(mid)
        val cmp = compareValues(midVal, element) if (cmp < 0)
            low = mid + 1
        else if (cmp > 0)
            high = mid - 1
        else
            return mid // key found
    }
    return -(low + 1)  // key not found
}

* \n
List<T>.binarySearch(element: T, Comparator<T>? compare: Comparator<T>, fromIndex: Int = 0, toIndex: Int = size): Int {
    if (element == null)
        return -1
    rangeCheck(size, fromIndex, toIndex)

    var low = fromIndex
    var high = toIndex - 1

    while (low <= high) {
        val mid = (low + high).ushr(1) // safe from overflows
        val midVal = get(mid)
        val cmp = compare(midVal, element) if (cmp < 0)
            low = mid + 1
        else if (cmp > 0)
            high = mid - 1
        else
            return mid // key found
    }
    return -(low + 1)  // key not found
}

* \n
List<T>.binarySearchByKey(key: K?, fromIndex: Int = 0, toIndex: Int = size, crossinline selector: (T) -> K?): Int {
    if (key == null)
        return -1
    rangeCheck(size, fromIndex, toIndex)

    var low = fromIndex
    var high = toIndex - 1

    while (low <= high) {
        val mid = (low + high).ushr(1) // safe from overflows
        val midVal = get(mid)
        val cmp = selector(midVal) if (cmp < 0)
            low = mid + 1
        else if (cmp > 0)
            high = mid - 1
        else
            return mid // key found
    }
    return -(low + 1)  // key not found
}

* \n
List<T>.binarySearchByKey(key: K?: Comparator<K>, fromIndex: Int = 0, toIndex: Int = size) { 
    // do not introduce this overload --- too rare

    var low = fromIndex
    var high = toIndex - 1

    while (low <= high) {
        val mid = (low + high).ushr(1) // safe from overflows
        val midVal = get(mid)
        val cmp = selector(midVal) if (cmp < 0)
            low = mid + 1
        else if (cmp > 0)
            high = mid - 1
        else
            return mid // key found
    }
    return -(low + 1)  // key not found
}

* \n
List<T>.binarySearchByKey(key: K: Comparator<K>, fromIndex: Int = 0, toIndex: Int = size, crossinline selector: (T) -> K?) { 
    // do not introduce this overload --- too rare

    var low = fromIndex
    var high = toIndex - 1

    while (low <= high) {
        val mid = (low + high).ushr(1) // safe from overflows
        val midVal = get(mid)
        val cmp = selector(midVal) if (cmp < 0)
            low = mid + 1
        else if (cmp > 0)
            high = mid - 1
        else
            return mid // key found
    }
    return -(low + 1)  // key not found
}

* \n
specified subrange of list) still remains sorted.

```kotlin
public fun <T>
    List<T>.binarySearch(fromIndex: Int = 0, toIndex: Int = size, comparison: (T) -> Int): Int {
    rangeCheck(size, fromIndex, toIndex)
    var low = fromIndex
    var high = toIndex - 1
    while (low <= high) {
        val mid = (low + high).ushr(1) // safe from overflows
        val midVal = get(mid)
        val cmp = comparison(midVal)
        if (cmp < 0) low = mid + 1
        else if (cmp > 0) high = mid - 1
        else return mid // key found
    }
    return -(low + 1) // key not found
}
```

```kotlin
private fun rangeCheck(size: Int, fromIndex: Int, toIndex: Int) {
    when {
        fromIndex > toIndex -> throw IllegalArgumentException("fromIndex ($fromIndex) is greater than toIndex ($toIndex).")
        fromIndex < 0 -> throw IndexOutOfBoundsException("fromIndex ($fromIndex) is less than zero.")
        toIndex > size -> throw IndexOutOfBoundsException("toIndex ($toIndex) is greater than size ($size).")
    }
}
```

```kotlin
@PublishedApi
@SinceKotlin("1.3")
internal expect fun checkIndexOverflow(index: Int): Int
@PublishedApi
@SinceKotlin("1.3")
internal expect fun checkCountOverflow(count: Int): Int

@PublishedApi
@SinceKotlin("1.3")
internal fun throwIndexOverflow() { throw ArithmeticException("Index overflow has happened.") }
@PublishedApi
@SinceKotlin("1.3")
internal fun throwCountOverflow() { throw ArithmeticException("Count overflow has happened.") }
```

```kotlin
@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("MapsKt")

package kotlin.collections

import kotlin.contracts.*

private object EmptyMap : Map<Any?, Nothing>, Serializable {
    private const val serialVersionUID: Long = 8246714829545688274
    override fun equals(other: Any?): Boolean = other is Map<*, *> && other.isEmpty()
    override fun hashCode(): Int = 0
    override fun toString(): String = "{}"
    override val size: Int get() = 0
    override fun isEmpty(): Boolean = true
    override fun get(key: Any?): Nothing? = null
    override fun containsKey(key: Any?): Boolean = false
    override fun containsValue(value: Nothing): Boolean = false
    override fun entries: Set<Map.Entry<Any?, Nothing>> get() = EmptySet
    override fun keys: Set<Any?> get() = EmptySet
    override fun values: Collection<Nothing> get() = EmptyList
    private fun readResolve(): Any = EmptyMap
}
```

```kotlin
/**
 * Returns an empty read-only map of specified type.
 * @sample samples.collections.Maps.Instantiation.emptyReadOnlyMap
 */
public fun <K, V> emptyMap(): Map<K, V> = EmptyMap

/**
 * Returns a new read-only map with the specified contents, given as a list of pairs
 * where the first component is the key and the second is the value.
 * Entries of the map are iterated in the order they were specified.
 * @sample samples.collections.Maps.Instantiation.emptyReadOnlyMap
 */
public fun <K, V> mapOf(vararg pairs: Pair<K, V>): Map<K, V> =
    if (pairs.size > 0) LinkedHashMap(mapCapacity(pairs.size)) else EmptyMap

/**
 * Returns an empty new [MutableMap].
 * The returned map preserves the entry iteration order.
 * @sample samples.collections.Maps.Instantiation.emptyMutableMap
 */
@SinceKotlin("1.1")
public inline fun <K, V> mutableMapOf(): MutableMap<K, V> = LinkedHashMap()
```

```kotlin
/**
 * Returns a new [MutableMap] with the specified contents, given as a list of pairs
 * where the first component is the key and the second is the value.
 * Entries of the map are iterated in the order they were specified.
 * The returned map is serializable (JVM).
 * @sample samples.collections.Maps.Instantiation.emptyMutableMap
 */
@PublishedApi
@SinceKotlin("1.3")
internal fun mutableMapOf(vararg pairs: Pair<K, V>): Map<K, V> =
    val list = pairs.map { it.first to it.second } as MutableList
    val map = LinkedHashMap(list)
    return map

/**
 * Returns an empty mutable map.
 * The returned map preserves the entry iteration order.
 * @sample samples.collections.Maps.Instantiation.emptyMutableMap
 */
@PublishedApi
@SinceKotlin("1.3")
internal fun mutableMapOf<K, V>(): Map<K, V> = mutableMapOf()
```

```
@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("MapsKt")

package kotlin.collections

import kotlin.contracts.*

private object EmptyMap : Map<Any?, Nothing>, Serializable {
    private const val serialVersionUID: Long = 8246714829545688274
    override fun equals(other: Any?): Boolean = other is Map<*, *> && other.isEmpty()
    override fun hashCode(): Int = 0
    override fun toString(): String = "{}"
    override val size: Int get() = 0
    override fun isEmpty(): Boolean = true
    override fun get(key: Any?): Nothing? = null
    override fun containsKey(key: Any?): Boolean = false
    override fun containsValue(value: Nothing): Boolean = false
    override fun entries: Set<Map.Entry<Any?, Nothing>> get() = EmptySet
    override fun keys: Set<Any?> get() = EmptySet
    override fun values: Collection<Nothing> get() = EmptyList
    private fun readResolve(): Any = EmptyMap
}
```
Pair<K, V>): MutableMap<K, V> =
.LinkedHashMap<K, V>(mapCapacity(pairs.size)).apply {
    putAll(pairs)
}

/**
 * Returns an empty new [HashMap].
 *
 * @sample
 * samples.collections.Maps.Instantiation.emptyHashMap
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public inline fun <K, V> hashMapOf(): HashMap<K, V> =
.HashMap<K, V>().apply {
    putAll(pairs)
}

/**
 * Returns a new [LinkedHashMap] with the specified contents, given as a list of pairs
 * where the first component is the key and the second is the value.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public inline fun <K, V> linkedMapOf(): LinkedHashMap<K, V> =
.LinkedHashMap<K, V>()

/**
 * Returns a new [LinkedHashMap] with the specified contents, given as a list of pairs
 * where the first component is the key and the second is the value.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public inline fun <K, V> linkedMapOf(vararg pairs: Pair<K, V>): LinkedHashMap<K, V> =
.LinkedHashMap<K, V>(mapCapacity(pairs.size)).apply {
    putAll(pairs)
}

/**
 * Calculate the initial capacity of a map, based on Guava's com.google.common.collect.Maps approach. This is
 * equivalent to the Collection constructor for HashSet, (c.size()/.75f) + 1, but provides further optimisations for
 * very small or very large sizes, allows support non-collection classes, and provides consistency for all map based
 * class construction.
 */
@PublishedApi
internal fun mapCapacity(expectedSize: Int): Int {
    if (expectedSize < 3) {
        return expectedSize + 1
    }
    if (expectedSize < INT_MAX_POWER_OF_TWO) {
        return expectedSize + expectedSize / 3
    }
    return Int.MAX_VALUE // any large value
}

private const val INT_MAX_POWER_OF_TWO: Int = Int.MAX_VALUE / 2 + 1

/** Returns `true` if this map is not empty.
 */
@kotlin.internal.InlineOnly
public inline fun <K, V> Map<out K, V>.isEmpty(): Boolean =
    !isEmpty()

/**
 * Returns `true` if this nullable map is either null or empty.
 * @sample
 * samples.collections.Maps.Usage.mapIsNullOrEmpty
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline fun <K, V> Map<out K, V>?.isEmpty(): Boolean {
    contract {
        returns(false) implies (this@isEmpty != null)
    }

    return this == null || isEmpty()
}

/**
 * Returns the map if it's not empty
 * or the result of calling [defaultValue] function if the map is empty.
 * @sample
 * samples.collections.Maps.Usage.mapIfEmpty
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline fun <M, R> M.ifEmpty(defaultValue: () -> R): R where M : Map<*, *>, M : R =
    if (isEmpty())
        defaultValue()
    else this

/**
 * Checks if the map contains the given key.
 */
@kotlin.internal.InlineOnly
public inline operator fun <K> Map<out K, *>.containsKey(key: K): Boolean =
    @Suppress("UNCHECKED_CAST") (this as Map<K, *>).containsKey(key)

/**
 * Checks if the map contains the specified value.
 * @sample
 * samples.collections.Maps.Usage.containsValue
 */
@kotlin.internal.InlineOnly
public inline operator fun <V> Map<out K, V>.containsValue(value: V): Boolean =
    @Suppress("UNCHECKED_CAST") (this as Map<K, V>).containsValue(value)
fun put(key, value) { put(key, value) } // Puts all the elements of the given collection into this [MutableMap] with the first component in the pair being the key and the second the value.

/**
 * Puts all the elements of the given sequence into this [MutableMap] with the first component in the pair being the key and the second the value.
 */
public fun <K, V> MutableMap<in K, in V>.putAll(pairs: Collection<Pair<K, V>>): Unit { for ((key, value) in pairs) { put(key, value) }

/**
 * Puts all the elements of the given sequence into this [MutableMap] with the first component in the pair being the key and the second the value.
 */
public fun <K, V> MutableMap<in K, in V>.putAll(pairs: Sequence<Pair<K, V>>): Unit { for ((key, value) in pairs) { put(key, value) }

/**
 * Returns a new map starting with all the key-value pairs given.
 */
public inline fun <K, V> Map<in K, in V>.toMap(): Map<K, V> { when (size) {
    0 -> emptyMap()
    1 -> mapOf((key, value))
    else -> toMap(LinkedHashMap<K, V>(mapCapacity(size)))
    this
} // .optimizeReadOnlyMap()

/**
 * Returns a new map containing all key-value pairs from the given collection.
 */
public fun <K, V> Iterable<Pair<K, V>>.toMap(): Map<K, V> { this is Collection { when (size) {
    0 -> emptyMap()
    else -> toMap(LinkedHashMap<K, V>(mapCapacity(size)))
    this
} // .optimizeReadOnlyMap()

/**
 * Returns a new map containing all key-value pairs from the given collection.
 */
public fun <K, V> Collection<Pair<K, V>>.toMap(): Map<K, V> { when (size) {
    0 -> emptyMap()
    else -> toMap(LinkedHashMap<K, V>(mapCapacity(size)))
    this
} // .optimizeReadOnlyMap()
return toMap(LinkedHashMap<K, V>();).optimizeReadOnlyMap();
 */

/**
 * Populates and returns the [destination] mutable map with key-value pairs from the
given collection of pairs.
 */
    destination.apply { putAll(this@toMap) };

/**
 * Returns a new map containing all key-value pairs from the given array of pairs.
 */
    destination.apply { putAll(this@toMap) };

/**
 * Creates a new read-only map by replacing or adding entries to this map from
given key-value [pairs].
 */
    if (this.isEmpty()) mapOf(pair) else LinkedHashMap(this).apply { put(pair.first,
pair.second) };

/**
 * Creates a new read-only map by replacing or adding entries to this map from
given collection of key-value [pairs].
 */
    if (this.isEmpty()) pairs.toMap() else LinkedHashMap(this).apply { putAll(pairs) };

/**
 * Creates a new read-only map by replacing or adding entries to this map from
given array of key-value [pairs].
 */
    if (this.isEmpty()) pairs.toMap() else LinkedHashMap(this).apply { putAll(pairs) };

/**
 * Creates a new read-only map by replacing or adding entries to this map from
sequence of key-value [pairs].
 */
    LinkedHashMap(this).apply { putAll(pairs) };

/**
 * Creates a new read-only map by replacing or adding entries to this map from
another [map].
 */
    LinkedHashMap(this).apply { putAll(map) };

/**
 * Creates a new read-only map by replacing or adding entries to this map from
another [map] that are missing in this map are iterated in the end in the order of
that [map].
 */
    LinkedHashMap(this).apply { putAll(map) };

/**
 * Creates a new read-only map by replacing or adding entries to this map from
another [map] in the mutable map.
 */
public fun <K, V> MutableMap<K, V>.optimizeReadOnlyMap(): Map<K, V> {
    var pair: Pair<K, V> = when (size) {
        0 -> emptyMap()
        1 -> mapOf(this[0])
        else -> toMap(LinkedHashMap<K, V>(mapCapacity(size)))
    }
    return this.run { putAll(pair) };
}

/**
 * Creates a new read-only map by replacing or adding entries to this map from
another [map] in the mutable map.
 */
public fun <K, V> MutableList<K, V>.optimizeReadOnlyMap(): MutableList<K, V> {
    return this.run { putAll(pair) };
}

/**
 * Appends or replaces all pairs from the given array of [pairs] in this mutable map.
 */
@kotlin.internal.InlineOnly
@public inline operator fun <K, V> MutableMap<in K, in V>.plusAssign(pairs: Array<Pair<K, V>>): Unit = putAll(pairs)

/**
 * Appends or replaces all pairs from the given sequence of [pairs] in this mutable map.
 */
@kotlin.internal.InlineOnly
@public inline operator fun <K, V> MutableMap<in K, in V>.plusAssign(pairs: Sequence<Pair<K, V>>): Unit = putAll(pairs)

/**
 * Returns a map containing all entries of the original map except the entry with the given [key].
 */
@kotlin.internal.InlineOnly
@public inline operator fun <K, V> MutableMap<in K, in V>.minus(key: K): Map<K, V> = this toMutableMap().apply { minusAssign(key) }

/**
 * Returns a map containing all entries of the original map except those entries
 * the keys of which are contained in the given [keys] collection.
 */
@public inline operator fun <K, V> Map<Nothing, Nothing>.optimizeReadOnlyMap(): Map<Nothing, Nothing> = when (size) {
    0 -> emptyMap()
    1 -> toSingletonMapOrSelf()
    else -> this
}

/**
 * Returns an empty read-only set. The returned set is serializable (JVM).
 */
public fun <T> emptySet(): Set<T> = emptySet()
EmptySet

```kotlin
/**
 * Returns a new read-only set with the given elements.
 * Elements of the set are iterated in the order they were provided.
 * The returned set is serializable (JVM).
 */
public fun <T> setOf(vararg elements: T): Set<T> = if (elements.size > 0) elements.toSet() else emptySet()

/**
 * Returns an empty read-only set. The returned set is serializable (JVM).
 */
public inline fun <T> setOf(): Set<T> = emptySet()

/**
 * Returns a new [MutableSet] with the given elements.
 * Elements of the set are iterated in the order they were specified.
 * The returned set preserves the element iteration order.
 */
public <T> mutableSetOf(vararg elements: T): MutableSet<T> = elements.toCollection(LinkedHashSet(mapCapacity(elements.size)))

/**
 * Parses the string as a signed [Byte] number and returns the result
 * or `null` if the string is not a valid representation of a number.
 * @throws IllegalArgumentException when [radix] is not a valid radix for string to number conversion.
 */
public fun String.toByteOrNull(radix: Int): Byte? {
    val int = this.toIntOrNull(radix) ?: return null
    if (int < Byte.MIN_VALUE || int > Byte.MAX_VALUE) return null
    return int.toByte()
}
```

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EmptySet

```kotlin
/**
 * Parses the string as a signed [Byte] number and returns the result
 * or `null` if the string is not a valid representation of a number.
 */
public fun String.toByteOrNull(): Byte? = toByteOrNull(radix = 10)

/**
 * Parses the string as a signed [Short] number and returns the result
 * or `null` if the string is not a valid representation of a number.
 */
public fun String.toShortOrNull(): Short? = toShortOrNull(radix = 10)
```

---

EmptySet

```kotlin
/**
 * Parses the string as an [Int] number and returns the result
 * or `null` if the string is not a valid representation of a number.
 */
public fun String.toIntOrNull(): Int? = toIntOrNull(radix = 10)
```

---

EmptySet

```kotlin
/**
 * Parses the string as a [String] and returns the result
 * or `null` if the string is not a valid representation of a number.
 */
public fun String.toString(): String
```
limit = Int.MIN_VALUE
} else if (firstChar == '+') {
    isNegative = false
    limit = Int.MAX_VALUE
} else {
    return null
}

if (digit < 0) return null
if (result < limitBeforeMul) {
    if (limitBeforeMul == limitForMaxRadix) {
        limitBeforeMul = limit / radix
        if (result < limit + digit) return null
    }
}

result -= digit
}

return if (isNegative) result else -result
}

/**
 * Parses the string as a Long number and returns the result
 * or `null` if the string is not a valid representation of a number.
 */
@SinceKotlin("1.1")
public fun String.toLongOrNull(radix: Int): Long? {
    checkRadix(radix)
    val length = this.length
    if (length == 0) return null

    val start: Int
    val isNegative: Boolean
    val limit: Long

    val firstChar = this[0]
    if (firstChar < '0') {  // Possible leading sign
        if (length == 1) return null  // non-digit (possible sign) only, no digits after
        start = 1
        if (firstChar == '-') {
            isNegative = true
            limit = Long.MIN_VALUE
        } else if (firstChar == '+') {
            isNegative = false
            limit = -Long.MAX_VALUE
        } else
            return null
    } else {
        start = 0
        isNegative = false
        limit = -Long.MAX_VALUE
    }

    val limitForMaxRadix = (-Long.MAX_VALUE) / 36
    var limitBeforeMul = limitForMaxRadix
    var result = 0L
    for (i in start until length) {
        val digit = digitOf(this[i], radix)

        if (digit < 0) return null
        if (result < limitBeforeMul) {
            if (limitBeforeMul == limitForMaxRadix) {
                limitBeforeMul = limit / radix
                if (result < limit + digit) return null
            } else {
                return null
            }
        }

        result *= radix
        if (result < limit + digit) return null

        result -= digit
    }

    return if (isNegative) result else -result
}

/**
 * Parses the string as a Long number and returns the result
 * or `null` if the string is not a valid representation of a number.
 * @throws IllegalArgumentException when [radix] is not a valid radix for string to number conversion.
 */
@SinceKotlin("1.1")
public fun String.toLongOrNull(): Long? = toLongOrNull(radix = 10)

/**
 * Parses the string as a Long number and returns the result
 * or `null` if the string is not a valid representation of a number.
 * @throws IllegalArgumentException when [radix] is not a valid radix for string to number conversion.
 */
@SinceKotlin("1.1")
public fun String.toLongOrNull(radix: Int): Long? {
    throw NumberFormatException("Invalid number format: '$input'")
}

/*
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 * Use of this source code is governed by the Apache 2.0 license that can be found in the LICENSE.txt file.
 */
@file:kotlin.jvm.JvmName("UnsignedKt")
package kotlin

@PublishedApi
internal fun uintCompare(v1: Int, v2: Int): Int = (v1 xor Int.MIN_VALUE).compareTo(v2 xor Int.MIN_VALUE)
@PublishedApi

@PublishedApi
internal fun uintDivide(v1: UInt, v2: UInt): UInt = (v1.toLong() / v2.toLong()).toUInt()
@PublishedApi
internal fun uintRemainder(v1: UInt, v2: UInt): UInt = (v1.toLong() % v2.toLong()).toUInt()

// Division and remainder are based on Guava's UnsignedLongs implementation
// Copyright 2011 The Guava Authors
Authors\n@PublishedApi\nfun uintDivide(v1: ULong, v2: ULong): ULong { val dividend = v1.toLong()\n    val divisor = v2.toLong()\n    if (divisor < 0) { // i.e., divisor >= 2^63\n        return if (v1 < v2) ULong(0) else ULong(1)\n    }\n    // Optimization - use signed division if both dividend and divisor < 2^63\n    if (dividend >= 0) {\n        return ULong(dividend \ divisor)\n    }\n    // Otherwise, approximate the quotient, check, and correct if necessary.\n    val quotient = ((dividend ushr 1) / divisor) shl 1\n    val rem = dividend - quotient * divisor\n    return ULong(quotient + if (ULong(rem) >= ULong(divisor)) 1 else 0)\n)

@PublishedApi
fun ulongDivide(v1: ULong, v2: ULong): ULong { val dividend = v1.toLong()\n    val divisor = v2.toLong()\n    if (divisor < 0) { // i.e., divisor >= 2^63\n        return if (v1 < v2) \n    }\n    // Optimization - use signed modulus if both dividend and divisor < 2^63\n    if (dividend >= 0) {\n        return ULong(dividend \ divisor)\n    }\n    // Otherwise, approximate the quotient, check, and correct if necessary.\n    val quotient = ((dividend ushr 1) / divisor) shl 1\n    val rem = dividend - quotient * divisor\n    return ULong(rem - if (ULong(rem) >= ULong(divisor)) divisor else 0)\n)
v.isNaN() -> 0u
v <= UInt.MIN_VALUE.toDouble() -> UInt.MIN_VALUE
v > UInt.MAX_VALUE -> UInt.MAX_VALUE
v <= Int.MAX_VALUE -> v.toInt().toUInt()
else -> (v - Int.MAX_VALUE).toInt().toUInt() + Int.MAX_VALUE.toUInt()
// Int.MAX_VALUE < v < UInt.MAX VALUE
} {v}@PublishApi
fun doubleToULong(v: Double): ULong = when {
    v.isNaN() -> 0u
    v <= ULong.MIN_VALUE.toDouble() -> ULong.MIN_VALUE
    v >= ULong.MAX_VALUE.toDouble() -> ULong.MAX_VALUE
    v <= Int.MAX_VALUE.toDouble() -> v.toLong().toULong()
    // Real values from Long.MAX_VALUE to (Long.MAX_VALUE + 1) are not representable in Double, so don't handle them.
    else -> (v - 9223372036854775808.0).toLong().toULong() + 9223372036854775808uL
}

@PublishedApi
internal fun uintToDouble(v: Int): Double = (v and Int.MAX_VALUE).toDouble() + (v ushr 31 shl 30).toDouble() * 2

@PublishedApi
internal fun ulongToDouble(v: Long): Double = (v ushr 11).toDouble() * 2 + (v and 2047)

internal fun ulongToString(v: Long): String = ulongToString(v, 10)

internal fun ulongToString(v: Long, base: Int): String {
    if (v >= 0) return v.toString(base)
    var quotient = ((v ushr 1) / base) shl 1
    var rem = v - quotient * base
    if (rem >= base) {
        rem -= base
        quotient += 1
    }
    return quotient.toString(base) + rem.toString(base, base

@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("CollectionsKt")

package kotlin.collections

/**
 * Given an [iterator] function constructs an [Iterable] instance that returns values through the [Iterator] provided by that function. * * @sample samples.collections.Operations.flattenIterable
 */
public fun <T> Iterable<Iterable<T>>.flatten(): List<T> {
    val result = ArrayList<T>()
    for (element in this) {
        result.addAll(element)
    }
    return result
}

/**
 * A wrapper over another [Iterable] (or any other object that can produce an [Iterator]) that returns an indexing iterator.
 */
internal class IndexingIterable<out T>(private val iteratorFactory: () -> Iterator<T>) : Iterable<IndexedValue<T>> {
    override fun iterator(): Iterator<IndexedValue<T>> = IndexingIterator(iteratorFactory())
}

/**
 * Returns a single list of all elements from all collections in the given collection.
 * @sample samples.collections.Operations.unzipIterable
 */
public fun <T, R> List<Pair<T, R>>.unzip(): Pair<List<T>, List<R>> {
    val expectedSize = collectionSizeOrDefault(10)
    val listT = ArrayList<T>(expectedSize)
    val listR = ArrayList<R>(expectedSize)
    for (pair in this) {
        listT.add(pair.first)
        listR.add(pair.second)
    }
    return listT to listR
}

/*
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 */
@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("CollectionsKt")

package kotlin.collections

/**
 * Given an [iterator] function constructs an [Iterable] instance that returns values through the [Iterator] provided by that function. * * @sample samples.collections.Operations.flattenIterable
 */
public fun <T> Iterable<Iterable<T>>.flatten(): List<T> {
    val result = ArrayList<T>()
    for (element in this) {
        result.addAll(element)
    }
    return result
}

/**
 * A wrapper over another [Iterable] (or any other object that can produce an [Iterator]) that returns an indexing iterator.
 */
internal class IndexingIterable<out T>(private val iteratorFactory: () -> Iterator<T>) : Iterable<IndexedValue<T>> {
    override fun iterator(): Iterator<IndexedValue<T>> = IndexingIterator(iteratorFactory())
}

/**
 * Returns a single list of all elements from all collections in the given collection.
 * @sample samples.collections.Operations.flattenIterable
 */
public fun <T> Iterable<Iterable<T>>.flatten(): List<T> {
    val result = ArrayList<T>()
    for (element in this) {
        result.addAll(element)
    }
    return result
}

/*
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/*\n * @file:kotlin.jvm.JvmMultifileClass\n * @file:kotlin.jvm.JvmName("SequencesKt")\n * package kotlin.sequences\n * \n * Given an [iterator] function constructs a [Sequence] that returns values through the [Iterator]\n * provided by that function. The values are evaluated lazily, and the sequence is potentially infinite.\n * \n */

@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("SequencesKt")

package kotlin.sequences

/**
 * Given an [iterator] function constructs a [Sequence] that returns values through the
 * [Iterator] provided by that function. The values are evaluated lazily, and the sequence is potentially
 * infinite.\n * \n */

@kotlin.internal.InlineOnly
public inline fun <T> Sequence(crossinline iterator: () -> Iterator<T>): Sequence<T> = object : Sequence<T> {
    override fun iterator(): Iterator<T> = iterator()
}

/**
 * Creates a sequence that returns all elements from this iterator. The sequence is constrained to be iterated only once.\n * \n */
@kotlin.internal.InlineOnly
public fun <T> Iterator<T>.asSequence(): Sequence<T> = Sequence { this }.constrainOnce()

/**
 * Creates a sequence that returns the specified values.\n * \n */
public fun <T> sequenceOf(vararg elements: T): Sequence<T> = if (elements.isEmpty()) emptySequence() else
    elements.asSequence()\n    Returns an empty sequence.\n */

/**
 * Returns an empty sequence.\n * \n */
public fun <T> emptySequence(): Sequence<T> = EmptySequence

private object EmptySequence : Sequence<Nothing>,
    DropTakeSequence<Nothing> {
    override fun iterator(): Iterator<Nothing> = EmptyIterator
    override fun
drop(n: Int) = EmptySequence
    override fun take(n: Int) = EmptySequence\n    Returns this sequence if it's not `null` and the empty sequence otherwise.\n * \n * @sample samples.collections.Sequences.Usage.sequenceOrEmpty
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline fun <T> Sequence<T>?.orEmpty(): Sequence<T> = this ?: emptySequence()

/**
 * Returns a sequence that iterates through the elements either of
 * this sequence\n * or, if this sequence turns out to be empty, of the sequence returned by [defaultValue] function.\n * \n */
@SinceKotlin("1.3")
public fun <T> Sequence<T>.ifEmpty(defaultValue: () -> Sequence<T>): Sequence<T> = sequence {
    val iterator = this@ifEmpty.iterator()
    if (iterator.hasNext()) {
        yieldAll(iterator)
    } else {
        yieldAll(defaultValue())
    }
}

/**
 * Returns a sequence of all elements from all sequences in this
 * sequence.\n * \n */
public fun <T> Sequence<Sequence<T>>.flatten(): Sequence<T> = flatten { it.iterator() }

/**
 * A sequence that returns the values from the underlying [sequence] that either match or do not
 * match the specified [predicate].\n * @param sendWhen If `true`, values for which the predicate returns `true`
 * are returned. Otherwise,\n * values for which the predicate returns `false` are returned
 */
internal class FilteringSequence<T>(
    private val sequence: Sequence<T>,
    private val sendWhen: Boolean = true,
    private val predicate: (T) -> Boolean
) : Sequence<T> {

    override fun iterator(): Iterator<T> = object :
        Iterator<T> {
            private var nextState: Int = -1 // -1 for unknown, 0 for continue, 1 for
            private var nextItem: T? = null\n
            fun calcNext()\n                while (iterator.hasNext())\n                    nextItem = iterator.next()

            override fun next(): T {
                if (nextState == -1)\n                    calcNext()
                else\n                    if (nextState == 0)\n                        throw
                return nextItem
            }

            override fun hasPrev(): Boolean = false
            override fun prev(): T = null
            override fun remove() = iterator.remove()
        }

    override fun hasNext(): Boolean = nextState != -1
    override fun next(): T = nextItem
    override fun remove() = iterator.remove()

    override fun containsAll(coll: Collection<T>): Boolean = sequence.containsAll(coll)

    override fun size(): Int = sequence.size()

    override fun iterator(): Iterator<T> = iterator()
}

/**
 * A sequence that returns the values from the underlying [sequence] that either match or do not
 * match the specified [predicate].\n * @param sendWhen If `true`, values for which the predicate returns `true`
 * are returned. Otherwise,\n * values for which the predicate returns `false` are returned
 */
internal class FilteringSequence<T>(
    private val sequence: Sequence<T>,
    private val sendWhen: Boolean = true,
    private val predicate: (T) -> Boolean
) : Sequence<T> {

    override fun iterator(): Iterator<T> = object :
        Iterator<T> {
            private var nextState: Int = -1 // -1 for unknown, 0 for done, 1 for
            private var nextItem: T? = null\n
            fun calcNext()\n                while (iterator.hasNext())\n                    nextItem = iterator.next()

            override fun next(): T {
                if (nextState == -1)\n                    calcNext()
                else\n                    if (nextState == 0)\n                        throw
                return nextItem
            }

            override fun hasPrev(): Boolean = false
            override fun prev(): T = null
            override fun remove() = iterator.remove()
        }

    override fun hasNext(): Boolean = nextState != -1
    override fun next(): T = nextItem
    override fun remove() = iterator.remove()

    override fun containsAll(coll: Collection<T>): Boolean = sequence.containsAll(coll)

    override fun size(): Int = sequence.size()

    override fun iterator(): Iterator<T> = iterator()
}
override fun take(n: Int): Sequence<T> = if (n >= count) this else SubSequence(sequence, startIndex, startIndex + n)

override fun iterator() = object : Iterator<T> {
    override fun hasNext(): Boolean {
        return (position < startItem) && iterator.hasNext()
    }

    override fun next(): T {
        if (left == 0)
            throw NoSuchElementException()
        left--
        return sequence[position] as T
    }

    override fun iterator(): Iterator<T> = object : Iterator<T> {
        var position = 0
        val iterator = sequence.iterator()
        override fun hasNext(): Boolean {
            return iterator.hasNext()
        }

        override fun next(): T {
            if (position == startItem)
                throw NoSuchElementException()
            position++
            return sequence[position] as T
        }
    }
}

/**
 * A sequence that drops the specified number of values from the underlying sequence, stops returning values once the function returns `false` for the next element.
 */
internal class DropSequence<T>(
    private val sequence: Sequence<T>,
    private val predicate: (T) -> Boolean
) : Sequence<T>, DropTakeSequence<T> {

    override fun iterator(): Iterator<T> = object : Iterator<T> {
        var position = 0
        override fun hasNext(): Boolean {
            return !predicate(sequence[position])
        }

        override fun next(): T {
            if (predicate(sequence[position]))
                position++
            return sequence[position] as T
        }
    }
}

/**
 * A sequence that returns values from the underlying sequence while the [predicate] function returns `true`, and stops returning values once the function returns `false` for the next element.
 */
internal class TakeWhileSequence<T>(
    private val sequence: Sequence<T>,
    private val predicate: (T) -> Boolean
) : Sequence<T>, TakeWhileSequence<T> {

    override fun iterator(): Iterator<T> = object : Iterator<T> {
        var position = 0
        override fun hasNext(): Boolean {
            return !predicate(sequence[position])
        }

        override fun next(): T {
            if (predicate(sequence[position]))
                position++
            return sequence[position] as T
        }
    }
}

/**
 * A sequence that returns values from the underlying sequence while the [predicate] function returns `false`, and stops returning values once the function returns `true` for the next element.
 */
internal class TakeSequence<T>(
    private val sequence: Sequence<T>,
    private val predicate: (T) -> Boolean
) : Sequence<T>, TakeSequence<T> {

    override fun iterator(): Iterator<T> = object : Iterator<T> {
        var position = 0
        override fun hasNext(): Boolean {
            return !predicate(sequence[position])
        }

        override fun next(): T {
            if (predicate(sequence[position]))
                position++
            return sequence[position] as T
        }
    }
}

/**
 * A sequence that returns values from the underlying sequence while the [predicate] function returns `true`, and returns all values after that.
 */
internal class DropSequence(T)(
    private val sequence: Sequence<T>,
    private val count: Int
) : Sequence<T>, DropSequence<T> {

    override fun iterator(): Iterator<T> = object : Iterator<T> {
        var position = 0
        override fun hasNext(): Boolean {
            return !predicate(sequence[position])
        }

        override fun next(): T {
            if (predicate(sequence[position]))
                position++
            return sequence[position] as T
        }
    }
}

/**
 * A sequence that returns values from the underlying sequence while the [predicate] function returns `false`, and stops returning values once the function returns `true` for the next element.
 */
internal class TakeSequence(T)(
    private val sequence: Sequence<T>,
    private val count: Int
) : Sequence<T>, TakeSequence<T> {

    override fun iterator(): Iterator<T> = object : Iterator<T> {
        var position = 0
        override fun hasNext(): Boolean {
            return !predicate(sequence[position])
        }

        override fun next(): T {
            if (predicate(sequence[position]))
                position++
            return sequence[position] as T
        }
    }
}

/**
 * A sequence that returns values from the underlying sequence while the [predicate] function returns `true`, and returns all values after that.
 */
internal class DropSequence(T)(
    private val sequence: Sequence<T>,
    private val count: Int
) : Sequence<T>, DropSequence<T> {

    override fun iterator(): Iterator<T> = object : Iterator<T> {
        var position = 0
        override fun hasNext(): Boolean {
            return !predicate(sequence[position])
        }

        override fun next(): T {
            if (predicate(sequence[position]))
                position++
            return sequence[position] as T
        }
    }
}

/**
 * A sequence that returns values from the underlying sequence while the [predicate] function returns `false`, and stops returning values once the function returns `true` for the next element.
 */
internal class TakeSequence(T)(
    private val sequence: Sequence<T>,
    private val count: Int
) : Sequence<T>, TakeSequence<T> {

    override fun iterator(): Iterator<T> = object : Iterator<T> {
        var position = 0
        override fun hasNext(): Boolean {
            return !predicate(sequence[position])
        }

        override fun next(): T {
            if (predicate(sequence[position]))
                position++
            return sequence[position] as T
        }
    }
}
@Suppress("UNCHECKED_CAST")
val result = nextItem as T
nextItem = null

override fun dropState = 0
return result
}

override fun override return iterator.
nextItem = null
return dropState == 1 || iterator.hasNext()

override fun hasNext(): Boolean {
if (dropState == -1)
drop()
return dropState == 0

override fun computeNext() {
val key = keySelector(nextItem)
if (observed.add(key)) {
setNext(nextItem)
return
}

override fun override fun computeNext(): Boolean {
if (nextState == -2)
nextItem = if (nextState == -2)
getInitialValue() else getNextValue()
nextState = if (nextState == null) 0 else 1

override fun override fun computeNext(): T {
if (nextState < 0)
calcNext()
return nextState == 1

override fun override fun computeNext(): T {
if (nextState < 0)
calcNext()
return nextState == 1

override fun override fun computeNext(): T {
if (nextState < 0)
calcNext()
return nextState == 1

override fun override fun computeNext(): T {
if (nextState < 0)
calcNext()
return nextState == 1

override fun override fun computeNext(): T {
if (nextState < 0)
calcNext()
return nextState == 1

override fun override fun computeNext(): T {
if (nextState < 0)
calcNext()
return nextState == 1

override fun override fun computeNext(): T {
if (nextState < 0)
calcNext()
return nextState == 1

override fun override fun computeNext(): T {
if (nextState < 0)
calcNext()
return nextState == 1

override fun override fun computeNext(): T {
if (nextState < 0)
calcNext()
return nextState == 1

override fun override fun computeNext(): T {
if (nextState < 0)
calcNext()
return nextState == 1

override fun override fun computeNext(): T {
if (nextState < 0)
calcNext()
return nextState == 1

override fun override fun computeNext(): T {
if (nextState < 0)
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calcNext()
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override fun override fun computeNext(): T {
if (nextState < 0)
calcNext()
return nextState == 1

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if (nextState < 0)
calcNext()
return nextState == 1

override fun override fun computeNext(): T {
if (nextState < 0)
calcNext()
return nextState == 1

override fun override fun computeNext(): T {
if (nextState < 0)
calcNext()
return nextState == 1

override fun override fun computeNext(): T {
if (nextState < 0)
calcNext()
return nextState == 1

override fun override fun computeNext(): T {
}
*\n * @sample samples.misc.Preconditions.failRequireWithLazyMessage
 */
@kotlin.internal.InlineOnly
public inline fun require(value: Boolean): Unit {
    contract {
        returns() implies value
    }
    require(value) {
        "Failed requirement."
    }
}

/**
 * Throws an [IllegalArgumentException] with the result of calling
 * [lazyMessage] if the [value] is false.
 * @sample samples.misc.Preconditions.failRequireWithLazyMessage
 */
@kotlin.internal.InlineOnly
public inline fun require(value: Boolean, lazyMessage: () -> Any): Unit {
    contract {
        returns() implies value
    }
    if (!value) {
        val message = lazyMessage()
        throw
        IllegalArgumentException(message.toString())
    }
}

/**
 * Throws an [IllegalArgumentException] if the [value] is null. Otherwise returns the not null value.
 * @sample samples.misc.Preconditions.failNotNull
 */
@kotlin.internal.InlineOnly
public inline fun <T : Any> requireNotNull(value: T?): T {
    contract {
        returns() implies (value != null)
    }
    return requireNotNull(value) { "Required value was null." }
}

/**
 * Throws an [IllegalStateException] with the result of calling [lazyMessage] if the [value] is null. Otherwise, returns the not null value.
 * @sample samples.misc.Preconditions.failCheckWithLazyMessage
 */
@kotlin.internal.InlineOnly
public inline fun checkNotNull(value: T?, lazyMessage: () -> Any): T {
    contract {
        returns() implies (value != null)
    }
    if (value == null) {
        val message = lazyMessage()
        throw
        IllegalStateException(message.toString())
    } else {
        return value
    }
}

/**
 * Throws an [IllegalStateException] with the given [message].
 * @sample samples.misc.Preconditions.failWithError
 */
@kotlin.internal.InlineOnly
public inline fun error(message: Any): Nothing = throw
    IllegalStateException(message.toString())
}

package kotlin.collections

import kotlin.js.*
import primitiveArrayConcat
import withType
import kotlin.ranges.contains
import kotlin.ranges.reversed

/**
 * Returns an element at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is out of bounds of this array.
 * @sample samples.collections.Collections.Elements.elementAt
 */
public actual fun <T> Array<out T>.elementAt(index: Int): T {
    return elementAtOrElse(index) { throw IndexOutOfBoundsException("index: $index, size: $size") }
}

/**
 * Returns an element at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is out of bounds of this array.
 * @sample samples.collections.Collections.Elements.elementAt
 */
public actual fun ByteArray.elementAt(index: Int): Byte {
    return elementAtOrElse(index) { throw IndexOutOfBoundsException("index: $index, size: $size") }
}

/**
 * Returns an element at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is out of bounds of this array.
 * @sample samples.collections.Collections.Elements.elementAt
 */
public actual fun ShortArray.elementAt(index: Int): Short

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{\n    return elementAtOrElse(index) { throw IndexOutOfBoundsException("index: $index, size: $size")} \n}\n\n\n\n* Returns an element at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is out of bounds of this array.\n* \n* * \n* @sample samples.collections.Collections.Elements.elementAt
*\n\n\n\n/**\n * Returns an element at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is out of bounds of this array.\n* \n* * \n* @sample samples.collections.Collections.Elements.elementAt
*/
public actual fun IntArray.elementAt(index: Int): Int {\n    return elementAtOrElse(index) { throw IndexOutOfBoundsException("index: $index, size: $size")} \n}\n\n\n\n/**\n * Returns an element at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is out of bounds of this array.\n* \n* * \n* @sample samples.collections.Collections.Elements.elementAt
*/
public actual fun LongArray.elementAt(index: Int): Long {\n    return elementAtOrElse(index) { throw IndexOutOfBoundsException("index: $index, size: $size")} \n}\n\n\n\n/**\n * Returns an element at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is out of bounds of this array.\n* \n* * \n* @sample samples.collections.Collections.Elements.elementAt
*/
public actual fun FloatArray.elementAt(index: Int): Float {\n    return elementAtOrElse(index) { throw IndexOutOfBoundsException("index: $index, size: $size")} \n}\n\n\n\n/**\n * Returns an element at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is out of bounds of this array.\n* \n* * \n* @sample samples.collections.Collections.Elements.elementAt
*/
public actual fun DoubleArray.elementAt(index: Int): Double {\n    return elementAtOrElse(index) { throw IndexOutOfBoundsException("index: $index, size: $size")} \n}\n\n\n\n/**\n * Returns an element at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is out of bounds of this array.\n* \n* * \n* @sample samples.collections.Collections.Elements.elementAt
*/
public actual fun BooleanArray.elementAt(index: Int): Boolean {\n    return elementAtOrElse(index) { throw IndexOutOfBoundsException("index: $index, size: $size")} \n}\n\n\n\n/**\n * Returns a [List] that wraps the original array.\n* \n* * \n* @sample samples.collections.Collections.Elements.asList
*/
public actual fun ByteArray.asList(): List<Byte> {\n    return this.unsafeCast<Array<Byte>>().asList() \n}\n\n\n\n/**
 * Returns a [List] that wraps the original array.\n */
@kotlin.internal.InlineOnly
public actual inline fun ShortArray.asList(): List<Short> {\n    return this.unsafeCast<Array<Short>>().asList() \n}\n\n\n\n/**
 * Returns a [List] that wraps the original array.\n */
@kotlin.internal.InlineOnly
public actual inline fun IntArray.asList(): List<Int> {\n    return this.unsafeCast<Array<Int>>().asList() \n}\n\n\n\n/**
 * Returns a [List] that wraps the original array.\n */
@kotlin.internal.InlineOnly
public actual inline fun LongArray.asList(): List<Long> {\n    return this.unsafeCast<Array<Long>>().asList() \n}\n\n\n\n/**
 * Returns a [List] that wraps the original array.\n */
@kotlin.internal.InlineOnly
public actual inline fun FloatArray.asList(): List<Float> {\n    return this.unsafeCast<Array<Float>>().asList() \n}\n\n\n\n/**
 * Returns a [List] that wraps the original array.\n */
@kotlin.internal.InlineOnly
public actual inline fun DoubleArray.asList(): List<Double> {\n    return this.unsafeCast<Array<Double>>().asList() \n}\n\n\n\n/**
 * Returns a [List] that wraps the original array.\n */
@kotlin.internal.InlineOnly
public actual inline fun BooleanArray.asList(): List<Boolean> {\n    return this.unsafeCast<Array<Boolean>>().asList() \n}\n\n\n\n/**
 * Returns a [List] that wraps the original array.\n */
@kotlin.internal.InlineOnly
public actual inline fun CharArray.asList(): List<Char> {\n    return object : AbstractList<Char>(), RandomAccess {\n        override val size: Int get() = this@asList.size\n        override fun isEmpty(): Boolean = this@asList.isEmpty()\n        override fun contains(element: Char): Boolean = this@asList.contains(element)\n        override fun get(index: Int): Char {\n            AbstractList.checkElementIndex(index, size)\n            return this@asList[index] \n        }\n        override fun set(index: Int, element: Char) {\n            AbstractList.checkElementIndex(index, size)\n            this@asList[index] = element \n        }\n        override fun add(index: Int, element: Char) {\n            AbstractList.checkElementIndex(index, size)\n            this@asList.add(index, element) \n        }\n        override fun addAll(indices: IntRange, elements: Collection<Char>) {\n            AbstractList.checkElementIndex(indices.first, size)\n            this@asList.addAll(indices, elements) \n        }\n        override fun remove(lastIndex: Int) {\n            this@asList.removeLast() \n        }\n        override fun removeAt(index: Int) {\n            this@asList.removeAt(index) \n        }\n        override fun subList(fromIndex: Int, toIndex: Int): List<Char> {\n            return this@asList.subList(fromIndex, toIndex) \n        }\n    }\n}\n\n\n\n/**
 * Returns a [List] that wraps the original array.\n */
@kotlin.internal.InlineOnly
public actual fun CharArray.asList(): List<Char> {\n    return object : AbstractList<Char>(), RandomAccess {\n        override val size: Int get() = this@asList.size\n        override fun isEmpty(): Boolean = this@asList.isEmpty()\n        override fun contains(element: Char): Boolean = this@asList.contains(element)\n        override fun get(index: Int): Char {\n            AbstractList.checkElementIndex(index, size)\n            return this@asList[index] \n        }\n        override fun set(index: Int, element: Char) {\n            AbstractList.checkElementIndex(index, size)\n            this@asList[index] = element \n        }\n        override fun add(index: Int, element: Char) {\n            AbstractList.checkElementIndex(index, size)\n            this@asList.add(index, element) \n        }\n        override fun addAll(indices: IntRange, elements: Collection<Char>) {\n            AbstractList.checkElementIndex(indices.first, size)\n            this@asList.addAll(indices, elements) \n        }\n        override fun remove(lastIndex: Int) {\n            this@asList.removeLast() \n        }\n        override fun removeAt(index: Int) {\n            this@asList.removeAt(index) \n        }\n        override fun subList(fromIndex: Int, toIndex: Int): List<Char> {\n            return this@asList.subList(fromIndex, toIndex) \n        }\n    }\n}\n\n\n\n/**
 * Returns `true` if the two specified arrays are *deeply* equal to one another,\n * * *\n * i.e. contain the same number of the same elements in the same order.\n * * *\n * If two corresponding elements are nested arrays, they are also compared\n * * *\n * deeply.\n * * *\n * If any of arrays contains itself on any nesting level the behavior is undefined.\n * * *\n * The elements of

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other types are compared for equality with the [equals][Any.equals] function. For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.

```kotlin
@SinceKotlin("1.1")
@library("arrayDeepEquals")
public actual infix fun <T> Array<out T>.contentDeepEquals(other: Array<out T>): Boolean {
    definedExternally
}
```

```kotlin
@SinceKotlin("1.1")
@library("arrayDeepHashCode")
public actual fun <T> Array<out T>.contentDeepHashCode(): Int {
    definedExternally
}
```

```kotlin
@SinceKotlin("1.1")
@library("arrayDeepToString")
public actual fun <T> Array<out T>.contentDeepToString(): String {
    definedExternally
}
```

```kotlin
@SinceKotlin("1.1")
@library("arrayEquals")
public actual infix fun <T> Array<out T>.contentEquals(other: Array<out T>): Boolean {
    definedExternally
}
```

```kotlin
@SinceKotlin("1.1")
@library("arrayDeepToString")
public actual fun <T> Array<out T>.contentDeepToString(): String {
    definedExternally
}
```

```kotlin
@SinceKotlin("1.1")
@library("arrayDeepHashCode")
public actual fun <T> Array<out T>.contentDeepHashCode(): Int {
    definedExternally
}
```

```kotlin
@SinceKotlin("1.1")
@library("arrayDeepToString")
public actual fun <T> Array<out T>.contentDeepToString(): String {
    definedExternally
}
```
The elements are compared for equality with the \[equals\][Any.equals] function. For floating point numbers it means that ‘\NaN’ is equal to itself and ‘\-0.0’ is not equal to ‘0.0’.

```kotlin
@SinceKotlin("1.1")
@library("arrayEquals")
public actual infix fun BooleanArray.contentEquals(other: BooleanArray): Boolean {
    definedExternally
}
```

```kotlin
@SinceKotlin("1.1")
@library("arrayEquals")
public actual infix fun CharArray.contentEquals(other: CharArray): Boolean {
    definedExternally
}
```

```kotlin
@SinceKotlin("1.1")
@library("arrayHashCode")
public actual fun <T> Array<out T>.contentHashCode(): Int {
    definedExternally
}
```

```kotlin
@SinceKotlin("1.1")
@library("arrayHashCode")
public actual fun ByteArray.contentHashCode(): Int {
    definedExternally
}
```

```kotlin
@SinceKotlin("1.1")
@library("arrayHashCode")
public actual fun ShortArray.contentHashCode(): Int {
    definedExternally
}
```

```kotlin
@SinceKotlin("1.1")
@library("arrayHashCode")
public actual fun IntArray.contentHashCode(): Int {
    definedExternally
}
```

```kotlin
@SinceKotlin("1.1")
@library("arrayHashCode")
public actual fun LongArray.contentHashCode(): Int {
    definedExternally
}
```

```kotlin
@SinceKotlin("1.1")
@library("arrayHashCode")
public actual fun FloatArray.contentHashCode(): Int {
    definedExternally
}
```

```kotlin
@SinceKotlin("1.1")
@library("arrayHashCode")
public actual fun DoubleArray.contentHashCode(): Int {
    definedExternally
}
```

```kotlin
@SinceKotlin("1.1")
@library("arrayHashCode")
public actual fun BooleanArray.contentHashCode(): Int {
    definedExternally
}
```

```kotlin
@SinceKotlin("1.1")
@library("arrayHashCode")
public actual fun CharArray.contentHashCode(): Int {
    definedExternally
}
```

```kotlin
@SinceKotlin("1.1")
@library("arrayToString")
public actual fun <T> Array<out T>.contentToString(): String {
    definedExternally
}
```

```kotlin
@SinceKotlin("1.1")
@library("arrayToString")
public actual fun ByteArray.contentToString(): String {
    definedExternally
}
```

```kotlin
@SinceKotlin("1.1")
@library("arrayToString")
public actual fun ShortArray.contentToString(): String {
    definedExternally
}
```

```kotlin
@SinceKotlin("1.1")
@library("arrayToString")
public actual fun IntArray.contentToString(): String {
    definedExternally
}
```

```kotlin
@SinceKotlin("1.1")
@library("arrayToString")
public actual fun LongArray.contentToString(): String {
    definedExternally
}
```

```kotlin
@SinceKotlin("1.1")
@library("arrayToString")
public actual fun FloatArray.contentToString(): String {
    definedExternally
}
```

```kotlin
@SinceKotlin("1.1")
@library("arrayToString")
public actual fun DoubleArray.contentToString(): String {
    definedExternally
}
```

```kotlin
@SinceKotlin("1.1")
@library("arrayToString")
public actual fun BooleanArray.contentToString(): String {
    definedExternally
}
```

```kotlin
@SinceKotlin("1.1")
@library("arrayToString")
public actual fun CharArray.contentToString(): String {
    definedExternally
}
```

*structurally* equal to one another, i.e. contain the same number of the same elements in the same order. The elements are compared for equality with the \[equals\][Any.equals] function. For floating point numbers it means that ‘\NaN’ is equal to itself and ‘\-0.0’ is not equal to ‘0.0’.

```kotlin
@SinceKotlin("1.1")
@library("arrayEquals")
public actual infix fun BooleanArray.contentEquals(other: BooleanArray): Boolean {
    definedExternally
}
```

```kotlin
@SinceKotlin("1.1")
@library("arrayEquals")
public actual infix fun CharArray.contentEquals(other: CharArray): Boolean {
    definedExternally
}
```
*/
@SinceKotlin("1.1")
@library("arrayToString")
public actual fun DoubleArray.contentToString(): String {
    definedExternally
}

/**
 * Returns a string representation of the contents of the specified array as if it is
 * [List].
 * @sample sample.collections.Arrays.ContentOperations.contentToString
 */
@SinceKotlin("1.1")
@library("arrayToString")
public actual fun BooleanArray.contentToString(): String {
    definedExternally
}

/**
 * Returns a string representation of the contents of the specified array as if it is
 * [List].
 * @sample sample.collections.Arrays.ContentOperations.contentToString
 */
@SinceKotlin("1.1")
@library("arrayToString")
public actual fun CharArray.contentToString(): String {
    definedExternally
}

/**
 * Copies this array or its subrange into the [destination] array and returns that
 * array. It's allowed to pass the same array in the [destination] and even specify the subrange so that it
 * overlaps with the destination range. * @param destination the array to copy to.
 * @param destinationOffset the position in the [destination] array to copy to, 0 by default.
 * @param startIndex the beginning (inclusive) of the subrange to copy, 0 by default.
 * @param endIndex the end (exclusive) of the subrange to copy, size of this array by default.
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual inline fun <T> Array<out T>.copyInto(destination: Array<T>, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): Array<T> {
    arrayCopy(this, destination, destinationOffset, startIndex, endIndex)
    return destination
}

/**
 * Copies this array or its subrange into the [destination] array and returns that
 * array. It's allowed to pass the same array in the [destination] and even specify the subrange so that it
 * overlaps with the destination range. * @param destination the array to copy to.
 * @param destinationOffset the position in the [destination] array to copy to, 0 by default.
 * @param startIndex the beginning (inclusive) of the subrange to copy, 0 by default.
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual inline fun ByteArray.copyInto(destination: ByteArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): ByteArray {
    arrayCopy(this.unsafeCast<Array<Byte>>(), destination.unsafeCast<Array<Byte>>(), destinationOffset, startIndex, endIndex)
    return destination
}

/**
 * Copies this array or its subrange into the [destination] array and returns that
 * array. It's allowed to pass the same array in the [destination] and even specify the subrange so that it
 * overlaps with the destination range. * @param destination the array to copy to.
 * @param destinationOffset the position in the [destination] array to copy to, 0 by default.
 * @param startIndex the beginning (inclusive) of the subrange to copy, 0 by default.
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual inline fun ShortArray.copyInto(destination: ShortArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): ShortArray {
    arrayCopy(this.unsafeCast<Array<Short>>(), destination.unsafeCast<Array<Short>>(), destinationOffset, startIndex, endIndex)
    return destination
}
public actual inline fun DoubleArray.copyInto(destination: DoubleArray, destinationOffset: Int = 0, startIdx: Int = 0, endIdx: Int = size): DoubleArray {
    arrayCopy(this.unsafeCast<Array<Double>>(), destination.unsafeCast<Array<Double>>(), destinationOffset, startIdx, endIdx)
    return destination
}

/**
 * Copies this array or its subrange into the [destination] array and returns that array.
 * It's allowed to pass the same array in the [destination] and even specify the subrange so that it overlaps with the
 * destination range.
 * @param destination the array to copy to.
 * @param destinationOffset the position in the [destination] array to copy to, 0 by default.
 * @param startIdx the beginning (inclusive) of the subrange to copy, 0 by default.
 * @param endIdx the end (exclusive) of the subrange to copy, size of this array by default.
 * @throws IndexOutOfBoundsException or [IllegalArgumentOutOfRangeException] when [startIdx] or [endIdx] is out of range of this array indices or when `startIdx > endIdx`.
 * @throws IndexOutOfBoundsException when the subrange doesn't fit into the [destination] array starting at the specified [destinationOffset].
 * @return the [destination] array.
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual inline fun BooleanArray.copyInto(destination: BooleanArray, destinationOffset: Int = 0, startIdx: Int = 0, endIdx: Int = size): BooleanArray {
    arrayCopy(this.unsafeCast<Array<Boolean>>(), destination.unsafeCast<Array<Boolean>>(), destinationOffset, startIdx, endIdx)
    return destination
}

/**
 * Copies this array or its subrange into the [destination] array and returns that array.
 * It's allowed to pass the same array in the [destination] and even specify the subrange so that it overlaps with the
 * destination range.
 * @param destination the array to copy to, 0 by default.
 * @param destinationOffset the position in the [destination] array to copy to, 0 by default.
 * @param startIdx the beginning (inclusive) of the subrange to copy, 0 by default.
 * @param endIdx the end (exclusive) of the subrange to copy, size of this array by default.
 * @throws IndexOutOfBoundsException or [IllegalArgumentOutOfRangeException] when [startIdx] or [endIdx] is out of range of this array indices or when `startIdx > endIdx`.
 * @throws IndexOutOfBoundsException when the subrange doesn't fit into the [destination] array starting at the specified [destinationOffset].
 * @return the [destination] array.
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual inline fun CharArray.copyInto(destination: CharArray, destinationOffset: Int = 0, startIdx: Int = 0, endIdx: Int = size): CharArray {
    arrayCopy(this.unsafeCast<Array<Char>>(), destination.unsafeCast<Array<Char>>(), destinationOffset, startIdx, endIdx)
    return destination
}

/**
 * Returns new array which is a copy of the original array.
 * @sample samples.collections.Arrays.CopyOfOperations.copyOf
 */
@Suppress("ACTUAL_WITHOUT_EXPECT", "NOTHING_TO_INLINE")
public actual inline fun <T> Array<out T>.copyOf(): Array<T> {
    return this.asDynamic().slice().unshift().
}

/**
 * Returns new array which is a copy of the original array.
 * @sample samples.collections.Arrays.CopyOfOperations.copyOf
 */
@Suppress("NOTHING_TO_INLINE")
public actual inline fun ByteArray.copyOf(): ByteArray {
    return this.asDynamic().slice().unshift().
}

/**
 * Returns new array which is a copy of the original array.
 * @sample samples.collections.Arrays.CopyOfOperations.copyOf
 */
@Suppress("NOTHING_TO_INLINE")
public actual inline fun ShortArray.copyOf(): ShortArray {
    return this.asDynamic().slice().unshift().
}

/**
 * Returns new array which is a copy of the original array.
 * @sample samples.collections.Arrays.CopyOfOperations.copyOf
 */
@Suppress("NOTHING_TO_INLINE")
public actual inline fun IntArray.copyOf(): IntArray {
    return this.asDynamic().slice().unshift().
}

/**
 * Returns new array which is a copy of the original array.
 * @sample samples.collections.Arrays.CopyOfOperations.copyWith
 */
@Suppress("NOTHING_TO_INLINE")
public actual inline fun LongArray.copyOf(): LongArray {
    return withType("LongArray", this.asDynamic().slice().unshift().
}

/**
 * Returns new array which is a copy of the original array.
 * @sample samples.collections.Arrays.CopyOfOperations.copyWith
 */
@Suppress("NOTHING_TO_INLINE")
public actual inline fun FloatArray.copyOf(): FloatArray {
    return this.asDynamic().slice().unshift().
}
samples.collections.Arrays.CopyOfOperations.copyOf
*/

public actual inline fun DoubleArray.copyOf(): DoubleArray {
    return this.asDynamic().slice().run {
        @Suppress("NOTHING_TO_INLINE")
        return this
    }
}

/**
 * Returns
 * new array which is a copy of the original array.
 * @sample samples.collections.Arrays.CopyOfOperations.copyOf
 */
public actual inline fun BooleanArray.copyOf(): BooleanArray {
    return this.asDynamic().slice().run {
        @Suppress("NOTHING_TO_INLINE")
        return this
    }
}

/**
 * Returns
 * new array which is a copy of the original array, sized to the given
 * [newSize].
 * 
 * - If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize].
 * - If [newSize] is greater than the size of the original array, the extra elements in the copy array are filled with zero values.
 * @sample samples.collections.Arrays.CopyOfOperations.resizedPrimitiveCopyOf
 */
public actual inline fun ShortArray.copyOf(newSize: Int): ShortArray {
    require(newSize >= 0) { "Invalid new array size: $newSize." }
    return arrayCopyResize(this, newSize, 0L)
}

/**
 * Returns new array which is a copy of the original array, resized to the given
 * [newSize].
 * The copy is either truncated or padded at the end with zero values if necessary.
 * @sample samples.collections.Arrays.CopyOfOperations.resizedPrimitiveCopyOf
 */
public actual inline fun ByteArray.copyOf(newSize: Int): ByteArray {
    require(newSize >= 0) { "Invalid new array size: $newSize." }
    return fillFrom(this, ByteArray(newSize))
}

/**
 * Returns new array which is a copy of the original array, resized to the given
 * [newSize].
 * The copy is either truncated or padded at the end with zero values if necessary.
 * @sample samples.collections.Arrays.CopyOfOperations.resizedPrimitiveCopyOf
 */
public actual inline fun CharArray.copyOf(): CharArray {
    @Suppress("NOTHING_TO_INLINE")
    return this.asDynamic().slice().run { return this }
}

/**
 * Returns new array which is a copy of the original array, resized to the given
 * [newSize].
 * The copy is either truncated or padded at the end with zero values if necessary.
 * @sample samples.collections.Arrays.CopyOfOperations.resizedPrimitiveCopyOf
 */
public actual inline fun IntArray.copyOf(newSize: Int): IntArray {
    require(newSize >= 0) { "Invalid new array size: $newSize." }
    return fillFrom(this, IntArray(newSize))
}

/**
 * Returns new array which is a copy of the original array, resized to the given
 * [newSize].
 * The copy is either truncated or padded at the end with zero values if necessary.
 * @sample samples.collections.Arrays.CopyOfOperations.resizedPrimitiveCopyOf
 */
public actual inline fun LongArray.copyOf(newSize: Int): LongArray {
    require(newSize >= 0) { "Invalid new array size: $newSize." }
    return withType("LongArray", arrayCopyResize(this, newSize, 0L))
}

/**
 * Returns new array which is a copy of the original array, resized to the given
 * [newSize].
 * The copy is either truncated or padded at the end with zero values if necessary.
 * @sample samples.collections.Arrays.CopyOfOperations.resizedPrimitiveCopyOf
 */
public actual inline fun FloatArray.copyOf(newSize: Int): FloatArray {
    require(newSize >= 0) { "Invalid new array size: $newSize." }
    return fillFrom(this, FloatArray(newSize))
}

/**
 * Returns new array which is a copy of the original array, resized to the given
 * [newSize].
 * The copy is either truncated or padded at the end with zero values if necessary.
 * @sample samples.collections.Arrays.CopyOfOperations.resizedPrimitiveCopyOf
 */
public actual inline fun DoubleArray.copyOf(newSize: Int): DoubleArray {
    require(newSize >= 0) { "Invalid new array size: $newSize." }
    return fillFrom(this, DoubleArray(newSize))
}
truncated to the [newSize].\n * If [newSize] is greater than the size of the original array, the extra elements in the copy array are filled with 'false' values.\n
public actual fun BooleanArray.copyOf(newSize: Int): BooleanArray {
    require(newSize >= 0) { "Invalid new array size: $newSize." }
    return withType("BooleanArray", arrayCopyResize(this, newSize, false))\n        * Returns new array which is a copy of the original array, resized to the given [newSize].\n * The copy is either truncated or padded at the end with null char ('\u0000') values if necessary.\n
public actual fun CharArray.copyOf(newSize: Int): CharArray {
    require(newSize >= 0) { "Invalid new array size: $newSize." }
    return withType("CharArray", fillFrom(this, CharArray(newSize)))\n        * Returns new array which is a copy of the original array, resized to the given [newSize].\n * The copy is either truncated or padded at the end with 'null' values if necessary.\n
*bArray.copyOfRange(fromIndex: Int, toIndex: Int): bArray {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)\n    return this.asDynamic().slice(fromIndex, toIndex)\n        * Returns a new array which is a copy of the specified range of the original array.\n
*ShortArray.copyOfRange(fromIndex: Int, toIndex: Int): ShortArray {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)\n    return withType("ShortArray", this.asDynamic().slice(fromIndex, toIndex))\n        * Returns a new array which is a copy of the specified range of the original array.\n
*IntArray.copyOfRange(fromIndex: Int, toIndex: Int): IntArray {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)\n    return this.asDynamic().slice(fromIndex, toIndex)\n        * Returns a new array which is a copy of the specified range of the original array.\n
*LongArray.copyOfRange(fromIndex: Int, toIndex: Int): LongArray {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)\n    return withType("LongArray", this.asDynamic().slice(fromIndex, toIndex))\n        * Returns a new array which is a copy of the specified range of the original array.\n
*FloatArray.copyOfRange(fromIndex: Int, toIndex: Int): FloatArray {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)\n    return this.asDynamic().slice(fromIndex, toIndex)\n        * Returns a new array which is a copy of the specified range of the original array.\n
*public actual fun ByteArray.copyOfRange(fromIndex: Int, toIndex: Int): ByteArray {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)\n    return this.asDynamic().slice(fromIndex, toIndex)\n        * Returns a new array which is a copy of the specified range of the original array.\n
*public actual fun ShortArray.copyOfRange(fromIndex: Int, toIndex: Int): ShortArray {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)\n    return this.asDynamic().slice(fromIndex, toIndex)\n        * Returns a new array which is a copy of the specified range of the original array.\n
*public actual fun IntArray.copyOfRange(fromIndex: Int, toIndex: Int): IntArray {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)\n    return this.asDynamic().slice(fromIndex, toIndex)\n        * Returns a new array which is a copy of the specified range of the original array.\n
*public actual fun LongArray.copyOfRange(fromIndex: Int, toIndex: Int): LongArray {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)\n    return withType("LongArray", this.asDynamic().slice(fromIndex, toIndex))\n        * Returns a new array which is a copy of the specified range of the original array.\n
*public actual fun FloatArray.copyOfRange(fromIndex: Int, toIndex: Int): FloatArray {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)\n    return this.asDynamic().slice(fromIndex, toIndex)\n        * Returns a new array which is a copy of the specified range of the original array.
@param fromIndex the start of the range (inclusive), must be in `[0..array.size]`
* @param toIndex the end of the range (exclusive), must be in `[fromIndex..array.size]`

*public actual fun DoubleArray.copyOfRange(fromIndex: Int, toIndex: Int): DoubleArray {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)
    return this.asDynamic().slice(fromIndex, toIndex"

* Returns a new array which is a copy of the specified range of the original array.
}

*public actual fun BooleanArray.copyOfRange(fromIndex: Int, toIndex: Int): BooleanArray {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)
    return this.asDynamic().slice(fromIndex, toIndex"

* Returns a new array which is a copy of the specified range of the original array.
}

*public actual fun CharArray.copyOfRange(fromIndex: Int, toIndex: Int): CharArray {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)
    return withType("CharArray", this.asDynamic().slice(fromIndex, toIndex"

* Fills this array or its subrange with the specified [element] value.
* @param fromIndex the start of the range (inclusive), 0 by default.
* @param toIndex the end of the range (exclusive), size of this array by default.
* @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
* @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].

*public actual fun <T> Array<T>.fill(element: T, fromIndex: Int = 0, toIndex: Int = size): Unit {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)
    this.asDynamic().fill(element, fromIndex, toIndex"

* Fills this array or its subrange with the specified [element] value.
* @param fromIndex the start of the range (inclusive), 0 by default.
* @param toIndex the end of the range (exclusive), size of this array by default.
* @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
* @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].

*public actual fun ByteArray.fill(element: Byte, fromIndex: Int = 0, toIndex: Int = size): Unit {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)
    this.asDynamic().fill(element, fromIndex, toIndex"

* Fills this array or its subrange with the specified [element] value.
* @param fromIndex the start of the range (inclusive), 0 by default.
* @param toIndex the end of the range (exclusive), size of this array by default.
* @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
* @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].

*public actual fun ShortArray.fill(element: Short, fromIndex: Int = 0, toIndex: Int = size): Unit {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)
    this.asDynamic().fill(element, fromIndex, toIndex"

* Fills this array or its subrange with the specified [element] value.
* @param fromIndex the start of the range (inclusive), 0 by default.
* @param toIndex the end of the range (exclusive), size of this array by default.
* @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
* @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].

*public actual fun IntArray.fill(element: Int, fromIndex: Int = 0, toIndex: Int = size): Unit {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)
    this.asDynamic().fill(element, fromIndex, toIndex"

* Fills this array or its subrange with the specified [element] value.
* @param fromIndex the start of the range (inclusive), 0 by default.
* @param toIndex the end of the range (exclusive), size of this array by default.
* @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
* @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
is greater than the size of this array.

* @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].

*/
@SinceKotlin("1.3")
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual fun LongArray.fill(element: Long, fromIndex: Int = 0, toIndex: Int = size): Unit {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)
    this.asDynamic().fill(element, fromIndex, toIndex)
    * Fills this array or its subrange with the specified [element] value.
    * @param fromIndex the start of the range (inclusive), 0 by default.
    * @param toIndex the end of the range (exclusive), size of this array by default.
    * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
    * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].

* @SinceKotlin("1.3")
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual fun FloatArray.fill(element: Float, fromIndex: Int = 0, toIndex: Int = size): Unit {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)
    this.asDynamic().fill(element, fromIndex, toIndex)
    * Fills this array or its subrange with the specified [element] value.
    * @param fromIndex the start of the range (inclusive), 0 by default.
    * @param toIndex the end of the range (exclusive), size of this array by default.
    * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
    * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].

* @SinceKotlin("1.3")
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual fun DoubleArray.fill(element: Double, fromIndex: Int = 0, toIndex: Int = size): Unit {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)
    this.asDynamic().fill(element, fromIndex, toIndex)
    * Fills this array or its subrange with the specified [element] value.
    * @param fromIndex the start of the range (inclusive), 0 by default.
    * @param toIndex the end of the range (exclusive), size of this array by default.
    * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
    * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].

* @SinceKotlin("1.3")
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual fun BooleanArray.fill(element: Boolean, fromIndex: Int = 0, toIndex: Int = size): Unit {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)
    this.asDynamic().fill(element, fromIndex, toIndex)
    * Fills this array or its subrange with the specified [element] value.
    * @param fromIndex the start of the range (inclusive), 0 by default.
    * @param toIndex the end of the range (exclusive), size of this array by default.
    * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
    * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].

* @SinceKotlin("1.3")
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual fun CharArray.fill(element: Char, fromIndex: Int = 0, toIndex: Int = size): Unit {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)
    this.asDynamic().fill(element, fromIndex, toIndex)
    * Returns an array containing all elements of the original array and then the given [element].

* @Suppress("ACTUAL_WITHOUT_EXPECT", "NOTHING_TO_INLINE")
public actual inline operator fun <T> Array<out T>.plus(element: T): Array<T> {
    return this.asDynamic().concat(arrayOf(element))
    * Returns an array containing all elements of the original array and then the given [element].

* @Suppress("NOTHING_TO_INLINE")
public actual inline operator fun ByteArray.plus(element: Byte): ByteArray {
    return plus(byteArrayOf(element))
    * Returns an array containing all elements of the original array and then the given [element].

* @Suppress("NOTHING_TO_INLINE")
public actual inline operator fun ShortArray.plus(element: Short): ShortArray {
    return plus(shortArrayOf(element))
    * Returns an array containing all elements of the original array and then the given [element].

* @Suppress("NOTHING_TO_INLINE")
public actual inline operator fun IntArray.plus(element: Int): IntArray {
    return plus(intArrayOf(element))
    * Returns an
array containing all elements of the original array and then the given [element].

@Suppress("NOTHING_TO_INLINE")
public actual inline operator fun LongArray.plus(element: Long):
    LongArray {
        return plus(longArrayOf(element))
    } // Returns an array containing all elements of the original array and then the given [element].

@Suppress("NOTHING_TO_INLINE")
public actual inline operator fun FloatArray.plus(element: Float):
    FloatArray {
        return plus(floatArrayOf(element))
    } // Returns an array containing all elements of the original array and then the given [element].

@Suppress("NOTHING_TO_INLINE")
public actual inline operator fun DoubleArray.plus(element: Double):
    DoubleArray {
        return plus(doubleArrayOf(element))
    } // Returns an array containing all elements of the original array and then the given [element].

@Suppress("NOTHING_TO_INLINE")
public actual inline operator fun BooleanArray.plus(element: Boolean):
    BooleanArray {
        return plus(booleanArrayOf(element))
    } // Returns an array containing all elements of the original array and then the given [element].

@Suppress("NOTHING_TO_INLINE")
public actual inline operator fun CharArray.plus(element: Char):
    CharArray {
        return plus(charArrayOf(element))
    } // Returns an array containing all elements of the original array and then the given [element].

@Suppress("ACTUAL_WITHOUT_EXPECT", "NOTHING_TO_INLINE")
public actual operator fun <T> Array<out T>.plus(elements: Collection<T>): Array<T> {
    return arrayPlusCollection(this, elements)
} // Returns an array containing all elements of the original array and then all elements of the given [elements] collection.

@Suppress("NOTHING_TO_INLINE")
public actual inline operator fun ByteArray.plus(elements: Collection<Byte>): ByteArray {
    return primitiveArrayConcat(this, elements)
} // Returns an array containing all elements of the original array and then all elements of the given [elements] collection.

@Suppress("NOTHING_TO_INLINE")
public actual inline operator fun ShortArray.plus(elements: Collection<Short>): ShortArray {
    return primitiveArrayConcat(this, elements)
} // Returns an array containing all elements of the original array and then all elements of the given [elements] collection.

@Suppress("NOTHING_TO_INLINE")
public actual inline operator fun IntArray.plus(elements: Collection<Int>): IntArray {
    return primitiveArrayConcat(this, elements)
} // Returns an array containing all elements of the original array and then all elements of the given [elements] collection.

@Suppress("NOTHING_TO_INLINE")
public actual inline operator fun LongArray.plus(elements: Collection<Long>): LongArray {
    return arrayPlusCollection(this, elements)
} // Returns an array containing all elements of the original array and then all elements of the given [elements] collection.

@Suppress("NOTHING_TO_INLINE")
public actual inline operator fun FloatArray.plus(elements: Collection<Float>): FloatArray {
    return primitiveArrayConcat(this, elements)
} // Returns an array containing all elements of the original array and then all elements of the given [elements] collection.

@Suppress("NOTHING_TO_INLINE")
public actual inline operator fun DoubleArray.plus(elements: Collection<Double>): DoubleArray {
    return primitiveArrayConcat(this, elements)
} // Returns an array containing all elements of the original array and then all elements of the given [elements] collection.

@Suppress("NOTHING_TO_INLINE")
public actual inline operator fun BooleanArray.plus(elements: Collection<Boolean>): BooleanArray {
    return primitiveArrayConcat(this, elements)
} // Returns an array containing all elements of the original array and then all elements of the given [elements] collection.

@Suppress("NOTHING_TO_INLINE")
public actual inline operator fun CharArray.plus(elements: Collection<Char>): CharArray {
    return primitiveArrayConcat(this, elements)
} // Returns an array containing all elements of the original array and then all elements of the given [elements] collection.
containing all elements of the original array and then all elements of the given [elements] array.

@Suppress("NOTHING_TO_INLINE")
public actual inline operator fun IntArray.plus(elements: IntArray):
IntArray {
    return primitiveArrayConcat(this, elements)
}

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] array.
 */
@Suppress("NOTHING_TO_INLINE")
public actual inline operator fun LongArray.plus(elements: LongArray): LongArray {
    return primitiveArrayConcat(this, elements)
}

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] array.
 */
@Suppress("NOTHING_TO_INLINE")
public actual inline operator fun BooleanArray.plus(elements: BooleanArray): BooleanArray {
    return primitiveArrayConcat(this, elements)
}

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] array.
 */
@Suppress("NOTHING_TO_INLINE")
public actual inline operator fun CharArray.plus(elements: CharArray): CharArray {
    return primitiveArrayConcat(this, elements)
}

/**
 * Returns an array containing all elements of the original array and then the given [element].
 */
@Suppress("ACTUAL_WITHOUT_EXPECT", "NOTHING_TO_INLINE")
public actual inline fun <T> Array<out T>.plusElement(element: T): Array<T> {
    return this.asDynamic().concat(arrayOf(element))
}

/**
 * Sorts the array in-place.
 * 
 * @sample samples.collections.Arrays.Sorting.sortArray
 */
@library("primitiveArraySort")
public actual fun IntArray.sort(): Unit {
    definedExternally
}

/**
 * Sorts the array in-place.
 * 
 * @sample samples.collections.Arrays.Sorting.sortArray
 */
public actual fun LongArray.sort(): Unit {
    if (size > 1) sort { a: Long, b: Long -> a.compareTo(b) }
}

/**
 * Sorts the array in-place.
 * 
 * @sample samples.collections.Arrays.Sorting.sortArray
 */
@library("primitiveArraySort")
public actual fun ByteArray.sort(): Unit {
    definedExternally
}

/**
 * Sorts the array in-place.
 * 
 * @sample samples.collections.Arrays.Sorting.sortArray
 */
@library("primitiveArraySort")
public actual fun ShortArray.sort(): Unit {
    definedExternally
}

/**
 * Sorts the array in-place.
 * 
 * @sample samples.collections.Arrays.Sorting.sortArray
 */
@library("primitiveArraySort")
public actual fun DoubleArray.sort(): Unit {
    definedExternally
}

/**
 * Sorts the array in-place.
 * 
 * @sample samples.collections.Arrays.Sorting.sortArray
 */
@library("primitiveArraySort")
public actual fun FloatArray.sort(): Unit {
    definedExternally
}

/**
 * Sorts the array in-place.
 * 
 * @sample samples.collections.Arrays.Sorting.sortArray
 */
@library("primitiveArraySort")
public actual fun CharArray.sort(): Unit {
    definedExternally
}

/**
 * Sorts the array in-place according to the natural order of its elements.
 * 
 * @sample samples.collections.Arrays.Sorting.sortArrayOfComparable
 */
public actual fun <T : Comparable<T>> Array<out T>.sort(): Unit {
    if (size > 1) sortArray(this)
}

/**
 * Sorts the array in-place according to the order specified by the given [comparison] function.
 * 
 * @sample samples.collections.Arrays.Sorting.sortArrayWith
 */
public fun <T> Array<out T>.sort(comparison: (a: T, b: T) -> Int): Unit {
    if (size > 1) sortArrayWith(this, comparison)
}

/**
 * Sorts the array in-place according to the order specified by the given [comparison] function.
 */
@kotlin.internal.InlineOnly
public inline fun ByteArray.sort(noinline comparison: (a: Byte, b: Byte) -> Int): Unit {
    asDynamic().sort(comparison)
}

/**
 * Sorts the array in-place according to the order specified by the given [comparison] function.
 */
@kotlin.internal.InlineOnly
public inline fun ShortArray.sort(noinline comparison: (a: Short, b: Short) -> Int): Unit {
    asDynamic().sort(comparison)
}

/*

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*/
inline fun IntArray.sort(noinline comparison: (a: Int, b: Int) -> Int): Unit {
    asDynamic().sort(comparison)
}
given values [a] and [b] and return objects of type K which are then being\n * compared with the given
[comparator].\n *\n * @sample samples.comparisons.Comparisons.compareValuesByWithComparator\n
*/\n@kotlin.internal.InlineOnly\npublic inline fun <T, K> compareValuesBy(a: T, b: T, comparator: Comparator<in
K>, selector: (T) -> K): Int {\n return comparator.compare(selector(a), selector(b))\n}\n\n//// Not so useful without
type inference for receiver of expression\n//// compareValuesWith(v1, v2, compareBy { it.prop1 }
thenByDescending { it.prop2 })\n///**\n// * Compares two values using the specified [comparator].\n//
*/\n//@Suppress(\"NOTHING_TO_INLINE\")\n//public inline fun <T> compareValuesWith(a: T, b: T, comparator:
Comparator<T>): Int = comparator.compare(a, b)\n//\n\n\n/**\n * Compares two nullable [Comparable] values. Null
is considered less than any value.\n *\n * @sample samples.comparisons.Comparisons.compareValues\n */\npublic
fun <T : Comparable<*>> compareValues(a: T?, b: T?): Int {\n if (a === b) return 0\n if (a == null) return -1\n
if (b == null) return 1\n\n @Suppress(\"UNCHECKED_CAST\")\n return (a as
Comparable<Any>).compareTo(b)\n}\n\n/**\n * Creates a comparator using the sequence of functions to calculate a
result of comparison.\n * The functions are called sequentially, receive the given values `a` and `b` and return
[Comparable]\n * objects. As soon as the [Comparable] instances returned by a function for `a` and `b` values do
not\n * compare as equal, the result of that comparison is returned from the [Comparator].\n *\n * @sample
samples.comparisons.Comparisons.compareByWithSelectors\n */\npublic fun <T> compareBy(vararg selectors: (T)
-> Comparable<*>?): Comparator<T> {\n require(selectors.size > 0)\n return Comparator { a, b ->
compareValuesByImpl(a, b, selectors) }\n}\n\n\n/**\n * Creates a comparator using the function to transform value
to a [Comparable] instance for comparison.\n *\n * @sample
samples.comparisons.Comparisons.compareByWithSingleSelector\n */\n@kotlin.internal.InlineOnly\npublic inline
fun <T> compareBy(crossinline selector: (T) -> Comparable<*>?): Comparator<T> =\n Comparator { a, b ->
compareValuesBy(a, b, selector) }\n\n/**\n * Creates a comparator using the [selector] function to transform values
being compared and then applying\n * the specified [comparator] to compare transformed values.\n *\n * @sample
samples.comparisons.Comparisons.compareByWithComparator\n */\n@kotlin.internal.InlineOnly\npublic inline
fun <T, K> compareBy(comparator: Comparator<in K>, crossinline selector: (T) -> K): Comparator<T> =\n
Comparator { a, b -> compareValuesBy(a, b, comparator, selector) }\n\n/**\n * Creates a descending comparator
using the function to transform value to a [Comparable] instance for comparison.\n *\n * @sample
samples.comparisons.Comparisons.compareByDescendingWithSingleSelector\n
*/\n@kotlin.internal.InlineOnly\npublic inline fun <T> compareByDescending(crossinline selector: (T) ->
Comparable<*>?): Comparator<T> =\n Comparator { a, b -> compareValuesBy(b, a, selector) }\n\n/**\n *
Creates a descending comparator using the [selector] function to transform values being compared and then
applying\n * the specified [comparator] to compare transformed values.\n *\n * Note that an order of [comparator] is
reversed by this wrapper.\n *\n * @sample
samples.comparisons.Comparisons.compareByDescendingWithComparator\n
*/\n@kotlin.internal.InlineOnly\npublic inline fun <T, K> compareByDescending(comparator: Comparator<in K>,
crossinline selector: (T) -> K): Comparator<T> =\n Comparator { a, b -> compareValuesBy(b, a, comparator,
selector) }\n\n/**\n * Creates a comparator comparing values after the primary comparator defined them equal. It
uses\n * the function to transform value to a [Comparable] instance for comparison.\n *\n * @sample
samples.comparisons.Comparisons.thenBy\n */\n@kotlin.internal.InlineOnly\npublic inline fun <T>
Comparator<T>.thenBy(crossinline selector: (T) -> Comparable<*>?): Comparator<T> =\n Comparator { a, b >\n
val previousCompare = this@thenBy.compare(a, b)\n
if (previousCompare != 0) previousCompare else
compareValuesBy(a, b, selector)\n }\n\n/**\n * Creates a comparator comparing values after the primary
comparator defined them equal. It uses\n * the [selector] function to transform values and then compares them with
the given [comparator].\n *\n * @sample samples.comparisons.Comparisons.thenByWithComparator\n
*/\n@kotlin.internal.InlineOnly\npublic inline fun <T, K> Comparator<T>.thenBy(comparator: Comparator<in K>,
crossinline selector: (T) -> K): Comparator<T> =\n Comparator { a, b ->\n
val previousCompare =
this@thenBy.compare(a, b)\n
if (previousCompare != 0) previousCompare else compareValuesBy(a, b,
comparator, selector)\n }\n\n/**\n * Creates a descending comparator using the primary comparator and\n * the

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function to transform value to a \[\text{Comparable}\] instance for comparison.

```java
Comparator<T>.thenByDescending(crossinline selector: (T) -> Comparable<*>?): Comparator<T> =
    Comparator { a, b ->
        val previousCompare = this@thenByDescending.compare(a, b)
        if (previousCompare != 0) previousCompare else compareValuesBy(b, a, selector)
    }
```

```java
Comparator<T>.thenByDescending(comparator: Comparator<in K>, crossinline selector: (T) -> K): Comparator<T> =
    Comparator { a, b ->
        val previousCompare = this@thenByDescending.compare(a, b)
        if (previousCompare != 0) previousCompare else compareValuesBy(b, a, comparator, selector)
    }
```

```java
Comparator<T>.thenComparator(crossinline comparison: (a: T, b: T) -> Int): Comparator<T> =
    Comparator { a, b ->
        val previousCompare = this@thenComparator.compare(a, b)
        if (previousCompare != 0) previousCompare else comparison(a, b)
    }
```

```java
Comparator<T>.then(comparator: Comparator<in T>): Comparator<T> =
    Comparator { a, b ->
        val previousCompare = this@then.compare(a, b)
        if (previousCompare != 0) previousCompare else comparator.compare(a, b)
    }
```

```java
Comparator<T>.thenDescending(comparator: Comparator<in T>): Comparator<T> =
    Comparator { a, b ->
        val previousCompare = this@thenDescending.compare(a, b)
        if (previousCompare != 0) previousCompare else comparator.compare(b, a)
    }
```

```java
nullsFirst(comparator: Comparator<in T>): Comparator<T?> =
    Comparator { a, b ->
        when {
            a === b -> 0
            a == null -> -1
            b == null -> 1
            else -> comparator.compare(a, b)
        }
    }
```

```java
nullsLast(comparator: Comparator<in T>): Comparator<T?> =
    Comparator { a, b ->
        when {
            a === b -> 0
            a == null -> 1
            b == null -> -1
            else -> comparator.compare(a, b)
        }
    }
```

```java
naturalOrder(): Comparator<T?> =
    Comparator { a, b ->
        when {
            a === b -> 0
            a == null -> 1
            b == null -> -1
            else -> comparator.compare(a, b)
        }
    }
```

```java
reverseOrder(): Comparator<T?> =
    Comparator { a, b ->
        when {
            a === b -> 0
            a == null -> 1
            b == null -> -1
            else -> comparator.compare(a, b)
        }
    }
```
of this comparator.

```java
Comparator<T>.reversed(): Comparator<T> = when (this) {
    is ReversedComparator -> this.comparator
    NaturalOrderComparator -> ReverseOrderComparator
    ReverseOrderComparator -> NaturalOrderComparator
    else -> ReversedComparator(new Comparator<T>(this))
}

private class ReversedComparator<T>(public val comparator: Comparator<T>) : Comparator<T> {
    override fun compare(a: T, b: T): Int = comparator.compare(b, a)
    @Suppress("VIRTUAL_MEMBER_HIDDEN")
    fun reversed(): Comparator<T> = comparator
}

private object NaturalOrderComparator : Comparator<Comparable<Any>> {
    override fun compare(a: Comparable<Any>, b: Comparable<Any>): Int = a.compareTo(b)
    @Suppress("VIRTUAL_MEMBER_HIDDEN")
    fun reversed(): Comparator<Comparable<Any>> = ReverseOrderComparator
}

private object ReverseOrderComparator : Comparator<Comparable<Any>> {
    override fun compare(a: Comparable<Any>, b: Comparable<Any>): Int = b.compareTo(a)
    @Suppress("VIRTUAL_MEMBER_HIDDEN")
    fun reversed(): Comparator<Comparable<Any>> = NaturalOrderComparator
}
```

---

```
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// license/LICENSE.txt file.

// An exception is thrown to indicate that a method body remains to be implemented.

public actual interface Comparator<T> {
    @JsName("compare")
    actual fun compare(a: T, b: T): Int
}

public actual inline fun <T> Comparator(crossinline comparison: (a: T, b: T) -> Int): Comparator<T> = object : Comparator<T> {
    override fun compare(a: T, b: T): Int = comparison(a, b)
}
```

---

```
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// license/LICENSE.txt file.

import kotlin.contracts.*

public class NotImplementedError(message: String = "An operation is not implemented.") : Error(message)

@kotlin.internal.InlineOnly
public inline fun TODO(): Nothing = throw NotImplementedError()

@kotlin.internal.InlineOnly
public inline fun TODO(reason: String): Nothing = throw NotImplementedError("An operation is not implemented: $reason")

public inline fun <R> run(block: () -> R): R {
    contract {
        callsInPlace(block, InvocationKind.EXACTLY_ONCE)
    }
    return block()
}

public inline fun <T, R> T.run(block: T.() -> R): R {
    contract {
        callsInPlace(block, InvocationKind.EXACTLY_ONCE)
    }
    return block()
}

public inline fun <T, R> with(receiver: T, block: T.() -> R): R {
    contract {
        callsInPlace(block, InvocationKind.EXACTLY_ONCE)
    }
    return block(receiver).run()
}
```

---

```
// For detailed usage information see the documentation for [scope functions](https://kotlinlang.org/docs/reference/scope-functions.html#run).

@kotlin.internal.InlineOnly
public inline fun <R> run(block: () -> R): R {
    contract {
        callsInPlace(block, InvocationKind.EXACTLY_ONCE)
    }
    return block()
}
```

---

```
// For detailed usage information see the documentation for [scope functions](https://kotlinlang.org/docs/reference/scope-functions.html#apply).

@kotlin.internal.InlineOnly
public inline fun <T> T.apply(block: T.() -> Unit): T {
    contract {
        callsInPlace(block, InvocationKind.EXACTLY_ONCE)
    }
    return this
}
```

---

```
// For detailed usage information see the documentation for [scope functions](https://kotlinlang.org/docs/reference/scope-functions.html#also).

@kotlin.internal.InlineOnly
public inline fun <T> T.let(block: T.() -> Unit): T {
    contract {
        callsInPlace(block, InvocationKind.EXACTLY_ONCE)
    }
    return this
}
```
@kotlin.internal.InlineOnly
@SinceKotlin("1.1")
public inline fun <T> T.also(block: (T) -> Unit): T {
    contract {
        callsInPlace(block, InvocationKind.EXACTLY_ONCE)
    }
    block(this)
    return this
}

/**
 * Calls the specified function [block] with `this` value as its argument and returns its result.
 * For detailed usage information see the documentation for [scope functions](https://kotlinlang.org/docs/reference/scope-functions.html#let).
 */
@kotlin.internal.InlineOnly
public inline fun <T, R> T.let(block: (T) -> R): R {
    contract {
        callsInPlace(block, InvocationKind.EXACTLY_ONCE)
    }
    return block(this)
}

/**
 * Returns `this` value if it satisfies the given [predicate] or `null`, if it doesn't.
 */
@kotlin.internal.InlineOnly
@SinceKotlin("1.1")
public inline fun <T> T.takeIf(predicate: (T) -> Boolean): T? {
    contract {
        callsInPlace(predicate, InvocationKind.EXACTLY_ONCE)
    }
    return if (predicate(this)) this else null
}

/**
 * Returns `this` value if it _does not_ satisfy the given [predicate] or `null`, if it does.
 */
@kotlin.internal.InlineOnly
public inline fun <T> T.takeUnless(predicate: (T) -> Boolean): T? {
    contract {
        callsInPlace(predicate, InvocationKind.EXACTLY_ONCE)
    }
    return if (!predicate(this)) this else null
}

/**
 * Executes the given function [action] specified number of [times].
 * A zero-based index of current iteration is passed as a parameter to [action].
 * @sample samples.misc.ControlFlow.repeat
 */
@kotlin.internal.InlineOnly
public inline fun repeat(times: Int, action: (Int) -> Unit) {
    contract {
        callsInPlace(action)
    }

    for (index in 0 until times) {
        action(index)
    }
}

/**
 * Returns the greater of two values.
 */
@SinceKotlin("1.1")
public actual fun <T : Comparable<T>> maxOf(a: T, b: T): T {
    return if (a >= b) a else b
}

/**
 * Returns the greater of two values.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
@Suppress("DEPRECATION_ERROR")
public actual inline fun maxOf(a: Byte, b: Byte): Byte {
    return Math.max(a.toInt(), b.toInt()).unsafeCast<Byte>()
}

/**
 * Returns the greater of two values.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
@Suppress("DEPRECATION_ERROR")
public actual inline fun maxOf(a: Short, b: Short): Short {
    return Math.max(a.toInt(), b.toInt()).unsafeCast<Short>()
}

/**
 * Returns the greater of two values.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
@Suppress("DEPRECATION_ERROR")
public actual inline fun maxOf(a: Int, b: Int): Int {
    return Math.max(a, b)
}

/**
 * Returns the greater of two values.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
@Suppress("DEPRECATION_ERROR")
public actual inline fun maxOf(a: Long, b: Long): Long {
    return if (a >= b) a else b
}

/**
 * Returns the greater of two values.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
@Suppress("DEPRECATION_ERROR")
public actual inline fun maxOf(a: Float, b: Float): Float {
    return Math.max(a, b)
}

/**
 * Returns the greater of three values.
 */
@SinceKotlin("1.1")
public actual fun <T : Comparable<T>> maxOf(a: T, b: T, c: T): T {
    return maxOf(a, maxOf(b, c))
}

/**
 * Returns the greater of three values.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
@Suppress("DEPRECATION_ERROR")
public actual inline fun maxOf(a: Byte, b: Byte, c: Byte): Byte {
    return Math.max(a.toInt(), b.toInt(), c.toInt()).unsafeCast<Byte>()
}

/**
 * Returns the greater of three values.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
@Suppress("DEPRECATION_ERROR")
public actual inline fun maxOf(a: Short, b: Short, c: Short): Short {
    return Math.max(a.toInt(), b.toInt(), c.toInt()).unsafeCast<Short>()
}
```kotlin
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
@Suppress("DEPRECATION_ERROR")
public actual inline fun maxOf(a: Int, b: Int, c: Int): Int {
    return Math.max(a, b, c)
}

/**
 * Returns the greater of three values.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
@Suppress("DEPRECATION_ERROR")
public actual inline fun maxOf(a: Long, b: Long, c: Long): Long {
    return Math.max(a, b, c)
}

/**
 * Returns the greater of three values.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
@Suppress("DEPRECATION_ERROR")
public actual inline fun maxOf(a: Float, b: Float, c: Float): Float {
    return Math.max(a, b, c)
}

/**
 * Returns the greater of three values.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
@Suppress("DEPRECATION_ERROR")
public actual inline fun maxOf(a: Double, b: Double, c: Double): Double {
    return Math.max(a, b, c)
}

/**
 * Returns the smaller of two values.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
@Suppress("DEPRECATION_ERROR")
public actual inline fun minOf(a: Byte, b: Byte): Byte {
    return Math.min(a.toInt(), b.toInt()).unsafeCast<Byte>()
}

/**
 * Returns the smaller of two values.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
@Suppress("DEPRECATION_ERROR")
public actual inline fun minOf(a: Short, b: Short): Short {
    return Math.min(a.toInt(), b.toInt()).unsafeCast<Short>()
}

/**
 * Returns the smaller of two values.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
@Suppress("DEPRECATION_ERROR")
public actual inline fun minOf(a: Int, b: Int): Int {
    return Math.min(a, b)
}

/**
 * Returns the smaller of two values.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
@Suppress("DEPRECATION_ERROR")
public actual inline fun minOf(a: Long, b: Long): Long {
    return if (a <= b) a else b
}

/**
 * Returns the smaller of two values.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
@Suppress("DEPRECATION_ERROR")
public actual inline fun minOf(a: Float, b: Float): Float {
    return Math.min(a, b)
}

/**
 * Returns the smaller of two values.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
@Suppress("DEPRECATION_ERROR")
public actual inline fun minOf(a: Double, b: Double): Double {
    return Math.min(a, b)
}

/**
 * Returns the smaller of three values.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
@Suppress("DEPRECATION_ERROR")
public actual inline fun minOf(a: T, b: T, c: T): T {
    return if (a <= b) a else b
}

/**
 * Returns the smaller of three values.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
@Suppress("DEPRECATION_ERROR")
public actual inline fun minOf(a: Byte, b: Byte, c: Byte): Byte {
    return Math.min(a.toInt(), b.toInt(), c.toInt()).unsafeCast<Byte>()
}

/**
 * Returns the smaller of three values.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
@Suppress("DEPRECATION_ERROR")
public actual inline fun minOf(a: Short, b: Short, c: Short): Short {
    return Math.min(a.toInt(), b.toInt(), c.toInt()).unsafeCast<Short>()
}

/**
 * Returns the smaller of three values.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
@Suppress("DEPRECATION_ERROR")
public actual inline fun minOf(a: Int, b: Int, c: Int): Int {
    return Math.min(a, b, c)
}

/**
 * Returns the smaller of three values.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
@Suppress("DEPRECATION_ERROR")
public actual inline fun minOf(a: Long, b: Long, c: Long): Long {
    return Math.min(a, b, c)
}

/**
 * Returns the smaller of three values.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
@Suppress("DEPRECATION_ERROR")
public actual inline fun minOf(a: Float, b: Float, c: Float): Float {
    return Math.min(a, b, c)
}

/**
 * Returns the smaller of three values.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
@Suppress("DEPRECATION_ERROR")
public actual inline fun minOf(a: Double, b: Double, c: Double): Double {
    return Math.min(a, b, c)
}
```

---

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/*
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*/

@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("CollectionsKt")

package
import kotlin.random.*
import kotlin.ranges.contains
import kotlin.ranges.reversed

/**
 * Returns 1st *element* from the collection.
 */
@kotlin.internal.InlineOnly
public inline operator fun <T> List<T>.component1(): T {
    return get(0)
}

/**
 * Returns 2nd *element* from the collection.
 */
@kotlin.internal.InlineOnly
public inline operator fun <T> List<T>.component2(): T {
    return get(1)
}

/**
 * Returns 3rd *element* from the collection.
 */
@kotlin.internal.InlineOnly
public inline operator fun <T> List<T>.component3(): T {
    return get(2)
}

/**
 * Returns 4th *element* from the collection.
 */
@kotlin.internal.InlineOnly
public inline operator fun <T> List<T>.component4(): T {
    return get(3)
}

/**
 * Returns 5th *element* from the collection.
 */
@kotlin.internal.InlineOnly
public inline operator fun <T> List<T>.component5(): T {
    return get(4)
}

/**
 * Returns `true` if [element] is found in the collection.
 */
public operator fun <@kotlin.internal.OnlyInputTypes T> Iterable<T>.contains(element: T): Boolean {
    if (this is Collection)
        return contains(element)
    return indexOf(element) >= 0
}

/**
 * Returns an element at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is out of bounds of this collection.
 */
public fun <T> Iterable<T>.elementAt(index: Int): T {
    if (this is List)
        return get(index)
    return elementAtOrElse(index) { throw IndexOutOfBoundsException("Collection doesn't contain element at index $index.") }
}

/**
 * Returns an element at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is out of bounds of this list.
 */
@kotlin.internal.InlineOnly
public inline fun <T> List<T>.elementAt(index: Int): T {
    return get(index)
}

/**
 * Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this list.
 */
public fun <T> Iterable<T>.elementAtOrElse(index: Int, defaultValue: (Int) -> T): T {
    if (this is List)
        return getOrElse(index, defaultValue)
    if (index < 0)
        return defaultValue(index)
    val iterator = iterator()
    var count = 0
    while (iterator.hasNext()) {
        val element = iterator.next()
        if (index == count++)
            return element
    }
    return defaultValue(index)
}

/**
 * Returns an element at the given [index] or `null` if the [index] is out of bounds of this list.
 */
@kotlin.internal.InlineOnly
public inline fun <T> List<T>.elementAtOrNull(index: Int): T? {
    return this.getOrNull(index)
}

/**
 * Returns the first element matching the given [predicate], or `null` if no such element was found.
 */
@kotlin.internal.InlineOnly
public inline fun <T> Iterable<T>.find(predicate: (T) -> Boolean): T? {
    return findLast(predicate)
}

/**
 * Returns the last element matching the given [predicate], or `null` if no such element was found.
 */
@kotlin.internal.InlineOnly
public inline fun <T> List<T>.findLast(predicate: (T) -> Boolean): T? {
    return lastOrNull(predicate)
}
to iterate over the container, find the last element matching the predicate, and return it.

```kotlin
public inline fun <T> Iterable<T>.last(predicate: (T) -> Boolean): T {
    var last: T? = null
    return null
}
```

This method uses a for loop to iterate over the container, checking each element against the given predicate. If an element is found, its index is stored in the `lastIndex` variable. After the loop, the method returns the element at the stored index. If no element is found, the method returns `null`.

```kotlin
fun <@kotlin.internal.OnlyInputTypes T> List<T>.indexOfFirst(predicate: (T) -> Boolean): Int {
    var index = 0
    for (item in this) {
        checkIndexOverflow(index)
        if (predicate(item))
            return index
        index++
    }
    return -1
}
```

This method is similar to `indexOfLast`, but it searches for the first element that matches the predicate instead of the last. It iterates through the list, checking each element against the predicate. If an element is found, its index is returned. If no element is found, `-1` is returned.

```kotlin
fun <@kotlin.internal.OnlyInputTypes T> Iterable<T>.indexOf(element: T): Int {
    if (this is List) return this.indexOf(element)
    var index = 0
    for (item in this) {
        checkIndexOverflow(index)
        if (element == item)
            return index
        index++
    }
    return -1
}
```

This method searches for the first occurrence of a given element in the container. It checks each element against the element being searched for, and if a match is found, it returns the index of the element. If no match is found, `-1` is returned.

```kotlin
fun <@kotlin.internal.OnlyInputTypes T> Iterable<T>.indexOfLast(predicate: (T) -> Boolean): Int {
    var lastIndex = -1
    var index = 0
    for (item
```
found = true

if (!found) throw NoSuchElementException("Collection contains no element matching the predicate.")

@Suppress("UNCHECKED_CAST")
return last as T

@throws [NoSuchElementException] if no such element is found.

* /an public inline fun <T> List<T>.last(predicate: (T) -> Boolean): T {
    val iterator = this.listIterator(size)
    while (iterator.hasNext()) {
        val element = iterator.next()
        if (predicate(element)) return element
    }
    throw NoSuchElementException("List contains no element matching the predicate.")

* /an return last index of [element], or -1 if the list does not contain element

* /an public fun <@kotlin.internal.OnlyInputTypes T> Iterable<T>.lastIndexOf(element: T): Int {
    var lastIndex = -1
    var index = 0
    for (item in this) {
        checkIndexOverflow(index)
        if (element == item) lastIndex = index
        index++
    }
    return lastIndex
}

* /an public fun <@kotlin.internal.OnlyInputTypes T> List<T>.lastIndexOf(element: T): Int {
    val iterator = this.listIterator(size)
    while (iterator.hasPrevious()) {
        val element = iterator.previous()
        if (predicate(element)) return element
    }
    return null
}

* /an public fun <@kotlin.internal.OnlyInputTypes T> Collection<T>.random(): T {
    return random(Random)
}

* /an public fun <@kotlin.internal.OnlyInputTypes T> Collection<T>.random(random: Random): T {
    if (isEmpty())
        throw NoSuchElementException("Collection is empty.")
    return elementAt(random.nextInt(size))
}

* /an fun <@kotlin.internal.OnlyInputTypes T> Collection<T>.single(): T {
    when (this) {
        is List -> return this[0]
        else ->
            val iterator = iterator()
            if (!iterator.hasNext())
                throw NoSuchElementException("Collection is empty.")
            val single = iterator.next()
            if (iterator.hasNext())
                throw IllegalArgumentException("Collection has more than one element.")
            return single
    }
}

* /an fun <@kotlin.internal.OnlyInputTypes T> Collection<T>.singleOrNull(): T? {
    when (this) {
        is List -> return if (size == 1) this[0] else null
        else ->
            val iterator = iterator()
            if (!iterator.hasNext())
                throw NoSuchElementException("Collection is empty.")
            val single = iterator.next()
            if (iterator.hasNext())
                throw IllegalArgumentException("Collection has more than one element.")
            return single
    }
}

* /an fun <@kotlin.internal.OnlyInputTypes T> Collection<T>.singleOrNull(predicate: (T) -> Boolean): T? {
    val iterator = this.listIterator(size)
    while (iterator.hasNext()) {
        val element = iterator.next()
        if (predicate(element)) return element
    }
    return null
}

* /an fun <@kotlin.internal.OnlyInputTypes T> Collection<T>.singleOrNull(predicate: (T) -> Boolean): T? {
    var single = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found)
                throw IllegalArgumentException("Collection contains more than one matching element.")
            single = element
            found = true
        }
    }
    if (!found)
        throw NoSuchElementException("Collection contains no element matching the predicate.")
    return single as T
}

* /an public fun <T> Iterable<T>.singleOrNull(): T? {
    when (this) {
        is List -> return if (size == 1) this[0] else null
        else ->
            val iterator = iterator()
            if (!iterator.hasNext())
                throw NoSuchElementException("Collection is empty.")
            val single = iterator.next()
public fun <T : Any> Iterable<T?>.filterNotNull(): List<T> {
    return filterNotTo(ArrayList<T>(), predicate)
}

/**
 * Returns a list containing all elements except first [n] elements.
 * @throws IllegalArgumentException if [n] is negative.
 * @param predicate function that takes the index of an element and the element itself
 * and returns the result of predicate evaluation on the element.
 * @param index an index in list.
 */
public inline fun <T> Iterable<T>.filterIndexedTo(destination: C, predicate: (index: Int, T) -> Boolean): C {
    for (index in 0 until size)
        if (predicate(index, this[index]))
            destination.add(this[index])
        else {
            for (item in listIterator(n))
                list.add(item)
        }
    return list.optimizeReadOnlyList()
}

/**
 * Returns a list containing all elements except last [n] elements.
 * 
 * @throws IllegalArgumentException if [n] is negative.
 * @param predicate function that takes the index of an element and the element itself
 * and returns the result of predicate evaluation on the element.
 * @param index an index in list.
 */
public fun <T> List<T>.dropLast(n: Int): List<T> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    if (n == 0) return toList()
    val list: ArrayList<T>
    if (this is Collection<*>) {
        val resultSize = size - n
        if (resultSize <= 0)
            return emptyList()
        list = ArrayList<T>(resultSize)
        var count = 0
        for (item in this)
            if (count >= n) list.add(item) else ++count
        return list
    }
    else {
        list = ArrayList<T>()
    }
    var count = 0
    for (item in this)
        if (predicate(item)) {
            if (found) return null
            single = item
            found = true
        }
    }
    if (!found) return null
    return single
}

/**
 * Returns a list containing all elements except last elements that satisfy the given
 * [predicate].
 * 
 * @param predicate function that takes the index of an element and the element itself
 * and returns the result of predicate evaluation on the element.
 * @param index an index in list.
 */
public fun <T> Iterable<T>.dropLastWhile(predicate: (index: Int, T) -> Boolean): List<T> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    val iterator = iterator()
    if (!iterator.hasNext())
        return null
    val single = iterator.next()
    if (iterator.hasNext())
        return null
    return single
}

/**
 * Returns a list containing only elements matching the given [predicate], or `null` if element was not found or more than one element was found.
 * @param predicate function that takes the index of an element and the element itself
 * and returns the result of predicate evaluation on the element.
 * @param index an index in list.
 */
public fun <T> Iterable<T>.singleOrNull(predicate: (T) -> Boolean): T? {
    var single: T? = null
    var found = false
    for (element in this)
        if (predicate(element)) {
            if (found) return null
            single = element
            found = true
        }
    if (!found) return null
    return single
}

/**
 * Returns the single element
 * 
 * Append all elements that the given [predicate].
 * 
 * @param predicate function that takes the index of an element and the element itself
 * and returns the result of predicate evaluation on the element.
 * @param index an index in list.
 */
public fun <T> MutableList<T>.add(element: T) {
    require(n >= 0) { "Requested element count $n is less than zero." }
    if (n == 0) return toList()
    val list: ArrayList<T>
    if (this is Collection<*>) {
        val resultSize = size - n
        if (resultSize <= 0)
            return emptyList()
        list = ArrayList<T>(resultSize)
        var count = 0
        for (item in this)
            if (count >= n) list.add(item) else ++count
        return list
    }
    else {
        list = ArrayList<T>()
    }
    var count = 0
    for (item in this)
        if (predicate(item)) {
            if (found) return null
            single = item
            found = true
        }
    }
    if (!found) return null
    return single
}

/**
 * Returns a list containing only elements matching the given [predicate].
 * 
 * @param predicate function that takes the index of an element and the element itself
 * and returns the result of predicate evaluation on the element.
 * @param index an index in list.
 */
public fun <T> MutableList<T>.add(element: T) {
    require(n >= 0) { "Requested element count $n is less than zero." }
    if (n == 0) return toList()
    val list: ArrayList<T>
    if (this is Collection<*>) {
        val resultSize = size - n
        if (resultSize <= 0)
            return emptyList()
        list = ArrayList<T>(resultSize)
        var count = 0
        for (item in this)
            if (count >= n) list.add(item) else ++count
        return list
    }
    else {
        list = ArrayList<T>()
    }
    var count = 0
    for (item in this)
        if (predicate(item)) {
            if (found) return null
            single = item
            found = true
        }
    }
    if (!found) return null
    return single
}

/**
 * Returns a list containing only elements matching the given [predicate], or `null` if element was not found or more than one element was found.
 * 
 * @param predicate function that takes the index of an element and the element itself
 * and returns the result of predicate evaluation on the element.
 * @param index an index in list.
 */
public fun <T> MutableList<T>.add(element: T) {
    require(n >= 0) { "Requested element count $n is less than zero." }
    if (n == 0) return toList()
    val list: ArrayList<T>
    if (this is Collection<*>) {
        val resultSize = size - n
        if (resultSize <= 0)
            return emptyList()
        list = ArrayList<T>(resultSize)
        var count = 0
        for (item in this)
            if (count >= n) list.add(item) else ++count
        return list
    }
    else {
        list = ArrayList<T>()
    }
    var count = 0
    for (item in this)
        if (predicate(item)) {
            if (found) return null
            single = item
            found = true
        }
    }
    if (!found) return null
    return single
}

/**
 * Returns a list containing only elements matching the given [predicate], or `null` if element was not found or more than one element was found.
 * 
 * @param predicate function that takes the index of an element and the element itself
 * and returns the result of predicate evaluation on the element.
 * @param index an index in list.
 */
public fun <T> MutableList<T>.add(element: T) {
    require(n >= 0) { "Requested element count $n is less than zero." }
    if (n == 0) return toList()
    val list: ArrayList<T>
    if (this is Collection<*>) {
        val resultSize = size - n
        if (resultSize <= 0)
            return emptyList()
        list = ArrayList<T>(resultSize)
        var count = 0
        for (item in this)
            if (count >= n) list.add(item) else ++count
        return list
    }
    else {
        list = ArrayList<T>()
    }
    var count = 0
    for (item in this)
        if (predicate(item)) {
            if (found) return null
            single = item
            found = true
        }
    }
    if (!found) return null
    return single
}
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```kotlin
fun <T, R : Comparable<R>> List<T>.sortByDescending(selector: (T) -> R?): Unit {
    sortBy(compareByDescending(selector))
}

/**
 * Sorts elements in the list in-place descending according to natural sort order of the value returned by specified [selector] function.
 * @throws IllegalArgumentException if [n] is negative.
 * @sample samples.collections.Collections.Transformations.take
 */
public inline fun <T> MutableList<T>.reverse(): Unit

/**
 * Returns a list containing elements at specified [indices] range.
 * @throws IllegalArgumentException if [n] is negative.
 * @sample samples.collections.Collections.Transformations.take
 */
public fun <T> MutableList<T>.reversed(): Unit

/**
 * Reverses elements in the list in-place.
 */
public inline fun <T> MutableList<T>.reverse(): Unit

/**
 * Returns a list with elements in reversed order.
 */
public fun <T> Iterable<T>.reversed(): List<T> {
    if (this is Collection && size <= 1) return toList()
    val list = ArrayList<T>()
    for (item in this) {
        list.add(item)
    }
    return list
}

/**
 * Sorts elements in the list in-place according to natural sort order of the value returned by specified [selector] function.
 * The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.
 */
public inline fun <T, R : Comparable<R>> List<T>.sortBy(selector: (T) -> R): List<T> {
    sortBy(compareBy(selector))
}

/**
 * Sorts elements in the list in-place descending according to [predicate] to the given [destination].
 * @throws IllegalArgumentException if [n] is negative.
 * @sample samples.collections.Collections.Transformations.take
 */
public inline fun <T, C : MutableList<T>> List<T>.filterNotNullTo(destination: C): C {
    val list = ArrayList<T>()
    for (item in this) if (item != null) list.add(item)
    return list.optimizeReadOnlyList()
}

/**
 * Appends all elements not matching the given [predicate] to the given [destination].
 * @throws IllegalArgumentException if [n] is negative.
 * @sample samples.collections.Collections.Transformations.take
 */
public inline fun <T, C : MutableList<T>> List<T>.filterNotTo(destination: C, predicate: (T) -> Boolean): C {
    val list = ArrayList<T>()
    for (item in this) if (!predicate(item)) list.add(item)
    return list.optimizeReadOnlyList()
}

/**
 * Returns a list containing first elements satisfying the given [predicate].
 * @throws IllegalArgumentException if [n] is negative.
 * @sample samples.collections.Collections.Transformations.take
 */
public fun <T> MutableList<T>.take(n: Int): List<T> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    if (n == 0) return emptyList()
    val list = ArrayList<T>(n)
    if (this is RandomAccess) {
        for (index in size - n until size)
            list.add(this[index])
    } else {
        for (item in
```
each other after sorting.\n
/*\n*\npublic fun <T : Comparable<T>> MutableList<T>.sortDescending(): Unit {\n  sortWith(reverseOrder())\n} \n\n/*\n*\npublic fun <T : Comparable<T>> Iterable<T>.sorted(): List<T {\n  if (this is Collection) {\n    if (size <= 1) return this.toList()\n  }\n  return toList() @Suppress("UNCHECKED_CAST")\n} return (toTypedArray<Comparable<T>>() as Array<T>).apply { sort() }.toList()\n} Returns a list of all elements sorted according to their natural sort order of the value returned by specified [selector] function.\n* \n* \n* The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.\n*\n*\n*/
public fun <T : Comparable<T>> MutableList<T>.sortDescending(): Unit {
    sortWith(reverseOrder())
}

/**\n*\n* Returns a list of all elements sorted according to their natural sort order.\n* \n* The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.\n*\n*\n*/
public fun <T : Comparable<T>> Iterable<T>.sorted(): List<T {
    if (this is Collection) {
        if (size <= 1)
            return this.toList() @Suppress("UNCHECKED_CAST")
        return (toTypedArray<Any?>() as Array<T>).apply { sort() }.asList()
    }
    return toMutableList().apply { sort() }
}

/**\n*\n* Returns a list of all elements sorted according to natural sort order of the value returned by specified [selector] function.\n* \n* The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.\n*\n*\n*/
public fun <T : Comparable<T>> Iterable<T>.sortedDescending(): List<T {
    return sortedWith(compareByDescending())\n}

/**\n*\n* Returns a list of all elements sorted according to the specified [comparator].\n* \n* The sort is _stable_. It means that equal elements preserve their order relative to each other \n* after sorting.\n*\n*\n*/
public fun <T> Iterable<T>.sortedWith(comparator: Comparator<in T>): List<T {
    if (this is Collection) {
        if (size <= 1)
            return this.toList() @Suppress("UNCHECKED_CAST")
        return (toTypedArray<Any?>() as Array<T>).apply { sortWith(comparator) }.asList()
    }
    return toMutableList().apply { sortWith(comparator) }
}

/**\n*\n* Returns an array of Boolean containing all of the elements of this collection.\n*\n*\n*/
public fun Collection<Boolean>.toBooleanArray(): BooleanArray {
    val result = BooleanArray(size)\n    var index = 0\n    for (element in this)
        result[index++] = element\n    return result
}

/**\n*\n* Returns an array of Byte containing all of the elements of this collection.\n*\n*\n*/
public fun Collection<Byte>.toByteArray(): ByteArray {
    val result = ByteArray(size)\n    var index = 0\n    for (element in this)
        result[index++] = element\n    return result
}

/**\n*\n* Returns an array of Char containing all of the elements of this collection.\n*\n*\n*/
public fun Collection<Char>.toCharArray(): CharArray {
    val result = CharArray(size)\n    var index = 0\n    for (element in this)
        result[index++] = element\n    return result
}

/**\n*\n* Returns an array of Double containing all of the elements of this collection.\n*\n*\n*/
public fun Collection<Double>.toDoubleArray(): DoubleArray {
    val result = DoubleArray(size)\n    var index = 0\n    for (element in this)
        result[index++] = element\n    return result
}

/**\n*\n* Returns an array of Float containing all of the elements of this collection.\n*\n*\n*/
public fun Collection<Float>.toFloatArray(): FloatArray {
    val result = FloatArray(size)\n    var index = 0\n    for (element in this)
        result[index++] = element\n    return result
}

/**\n*\n* Returns an array of Int containing all of the elements of this collection.\n*\n*\n*/
public fun Collection<Int>.toIntArray(): IntArray {
    val result = IntArray(size)\n    var index = 0\n    for (element in this)
        result[index++] = element\n    return result
}

/**\n*\n* Returns an array of Long containing all of the elements of this collection.\n*\n*\n*/
public fun Collection<Long>.toLongArray(): LongArray {
    val result = LongArray(size)\n    var index = 0\n    for (element in this)
        result[index++] = element\n    return result
}

/**\n*\n* Returns an array of Short containing all of the elements of this collection.\n*\n*\n*/
public fun Collection<Short>.toShortArray(): ShortArray {
    val result = ShortArray(size)\n    var index = 0\n    for (element in this)
        result[index++] = element\n    return result
}

/**\n*\n* Returns a [Map] containing key-value pairs provided by [transform] function applied to elements of the given collection.\n* \n* The returned map preserves the entry iteration order of the original collection.\n*\n*\n*/
public inline fun <T, K, V> Iterable<T>.associate(transform: (T) -> Pair<K, V>):
    Map<K, V {\n        val capacity = mapCapacity(collectionSizeOrDefault(10)).coerceAtLeast(16)\n        return associateTo(LinkedHashMap<K, V>(capacity), transform)\n    }

If any two elements would have the same key returned by \([\text{keySelector}]\) the last one gets added to the map. \nThe returned map preserves the entry iteration order of the original collection.\n*/

public inline fun <T, K>
Iterable<T>.associateBy(keySelector: (T) -> K): Map<K, T> {\n    val capacity = mapCapacity(collectionSizeOrDefault(10)).coerceAtLeast(16)\n    return associateByTo(LinkedHashMap<K, T>(capacity), keySelector)\n}

/**
 * Returns a \([\text{Map}]\) containing the values provided by \([\text{valueTransform}]\) and indexed by \([\text{keySelector}]\) functions applied to elements of the given collection.\n */
public inline fun <T, K, V>
Iterable<T>.associateBy(keySelector: (T) -> K, valueTransform: (T) -> V): Map<K, V> {\n    val capacity = mapCapacity(collectionSizeOrDefault(10)).coerceAtLeast(16)\n    return associateByTo(LinkedHashMap<K, V>(capacity), keySelector, valueTransform)\n}

/**
 * Populates and returns the \([\text{destination}]\) mutable map with key-value pairs,\n * where key is provided by the \([\text{keySelector}]\) function applied to each element of the given collection.\n */
public inline fun <T, K, M : MutableMap<in K, in T>>
Iterable<T>.associateByTo(destination: M, keySelector: (T) -> K): M {\n    for (element in this) {\n        destination.put(keySelector(element), element)\n    }\n    return destination\n}

/**
 * Populates and returns the \([\text{destination}]\) mutable map with key-value pairs,\n * where key is provided by the \([\text{keySelector}]\) function and value is provided by the \([\text{valueTransform}]\) function applied to elements of the given collection.\n */
public inline fun <T, K, V, M : MutableMap<in K, in V>>
Iterable<T>.associateByTo(destination: M, keySelector: (T) -> K, valueTransform: (T) -> V): M {\n    for (element in this) {\n        destination.put(keySelector(element), valueTransform(element))\n    }\n    return destination\n}

/**
 * Populates and returns the \([\text{destination}]\) mutable map with key-value pairs,\n * provided by \([\text{transform}]\) function applied to each element of the given collection.\n */
public inline fun <T, K, V, M : MutableMap<in K, in V>>
Iterable<T>.associateTo(destination: M, transform: (T) -> Pair<K, V>): M {\n    for (element in this) {\n        destination += transform(element)\n    }\n    return destination\n}

/**
 * Returns a \([\text{Map}]\) where keys are elements from the given collection and values are\n * produced by the \([\text{valueSelector}]\) function applied to each element.
 */
@SinceKotlin("1.3")
public inline fun <K, V>
Iterable<K>.associateWith(valueSelector: (K) -> V): Map<K, V> {\n    val result = LinkedHashMap<K, V>(mapCapacity(collectionSizeOrDefault(10)).coerceAtLeast(16))\n    return associateWithTo(result, valueSelector)\n}

/**
 * Populates and returns the \([\text{destination}]\) mutable map with key-value pairs for each\n * element of the given collection,\n */
@SinceKotlin("1.3")
public inline fun <K, V, M : MutableMap<in K, in V>>
Iterable<K>.associateWithTo(destination: M, valueSelector: (K) -> V): M {\n    for (element in this) {\n        destination.put(element, valueSelector(element))\n    }\n    return destination\n}

/**
 * Appends all elements to\n * the given \([\text{destination}]\) collection.\n */
public fun <T, C : Collection<in T>>
Iterable<T>.toCollection(destination: C): C {\n    for (item in this) {\n        destination.add(item)\n    }\n    return destination\n}

/**
 * Returns a \([\text{HashSet}]\) of all elements.\n */
public fun <T> Iterable<T>.toHashSet(): HashSet<T> {\n    return toCollection(HashSet<T>(mapCapacity(collectionSizeOrDefault(12))))\n}

/**
 * Returns a \([\text{List}]\) containing all elements.\n */
public fun <T> Iterable<T>.toList(): List<T> {\n    if (this is Collection) {\n        return when (size) {\n            0 -> emptyList()\n            1 -> listOf(if (this is List) get(0) else iterator().next())\n            else -> this.toMutableList()\n        }\n    }\n    return this.toMutableList().optimizeReadOnlyList()\n}

/**
 * Returns a \([\text{MutableList}]\) filled with all elements of this\n * collection.\n */
public fun <T> Iterable<T>.toMutableList(): MutableList<T> {\n    if (this is Collection<T>)\n    return this.toMutableList().optimizeReadOnlyList()\n    return toCollection(ArrayList<T>(this))\n}

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with all elements of this collection. */

```kotlin
public fun <T> Collection<T>.toMutableList(): MutableList<T> {
    return ArrayList(this)
}

/**
 * Returns a [Set] of all elements. */

public fun <T> Iterable<T>.toSet(): Set<T> {
    if (this is Collection) {
        return when (size) {
            0 -> emptySet()
            1 -> setOf(if (this is List) this[0] else iterator().next())
            else -> toCollection(LinkedHashSet<T>(mapCapacity(size))]
        }]
    return toCollection(LinkedHashSet<T>(this).optimizeReadOnlySet()).

```

```kotlin
/**
 * Returns a [Set] of all elements.
 * 
 * The returned set preserves the element iteration order of the original collection. */

public fun <T> Iterable<T>.toSet(): Set<T> {
    if (this is Collection) {
        return when (size) {
            0 -> emptySet()
            1 -> setOf(if (this is List) this[0] else iterator().next())
            else -> toCollection(LinkedHashSet<T>(mapCapacity(size))]
        }]
    return toCollection(LinkedHashSet<T>(this).optimizeReadOnlySet()).

```

```kotlin
/**
 * Returns a single list of all elements yielded from results of [transform] function being invoked on each element of original collection. */

public fun <T, R> Iterable<T>.flatMap(transform: (T) -> Iterable<R>): List<R> {
    return flatMapTo(ArrayList<R>(), transform)
}

/**
 * Appends all elements yielded from results of [transform] function being invoked on each element of original collection, to the given [destination]. */

public fun <T, R, C : MutableCollection<T>> Iterable<T>.flatMapTo(destination: C, transform: (T) -> Iterable<R>): C {
    for (element in this) {
        val list = transform(element)
        destination.addAll(list)
    }
    return destination
}

/**
 * Groups elements of the original collection by the key returned by the given [keySelector] function * applied to each element and returns a map where each group key is associated with a list of corresponding elements. */

public fun <T, K> Iterable<T>.groupBy(keySelector: (T) -> K): Map<K, List<T>> {
    return groupByTo(LinkedHashMap<K, MutableList<T>>(), keySelector)
}

/**
 * Groups elements of the original collection by the key returned by the given [keySelector] function * applied to each element and puts to the [destination] map each group key associated with a list of corresponding elements. */

public fun <T, K, M : MutableMap<in K, MutableList<T>>> Iterable<T>.groupByTo(destination: M, keySelector: (T) -> K): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) {
            ArrayList<T>() }
        list.add(element)
    }
    return destination
}

/**
 * Creates a [Grouping] source from a collection to be used later with one of group-and-fold operations * using the specified [keySelector] function to extract a key from each element. */

public inline fun <T, K> Iterable<T>.groupingBy(crossinline keySelector: (T) -> K): Grouping<T, K> {
    return object : Grouping<T, K> {
        override fun sourceIterator(): Iterator<T> = this@groupingBy.iterator()
        override fun keyOf(element: T): K = keySelector(element)
    }
}

/**
 * Returns a list containing the results of applying the given [transform] function * to each element and its index in the original collection. */

public inline fun <T, R> Iterable<T>.map(transform: (T) -> R): List<R> {
    return mapTo(ArrayList<R>(collectionSizeOrDefault(10)), transform)
}

```

```kotlin
/**
 * Returns a list containing the results of applying the given [transform] function * to each element and its index in the original collection. */

public inline fun <T, R> Iterable<T>.map(transform: (T) -> R): List<R> {
    return mapTo(ArrayList<R>(collectionSizeOrDefault(10)), transform)
}

```
and returns the result of the transform applied to the element.

```kotlin
public inline fun <T, R>
Iterable<T>.mapIndexed(transform: (index: Int, T) -> R): List<R> { return
mapIndexedTo(ArrayList<R>(collectionSizeOrDefault(10)), transform)\n} */
public inline fun <T, R>
Iterable<T>.mapIndexedNotNull(transform: (index: Int, T) -> R?): List<R> {
    return
mapIndexedNotNullTo(ArrayList<R>(), transform)\n} */
public inline fun <T, R : Any>
Iterable<T>.mapIndexedNotNullTo(destination: C, transform: (index: Int, T) -> R?): List<R> {
    return
} */
public inline fun <T, R : Any, C : MutableCollection<in R>>
Iterable<T>.mapIndexedNotNullTo(destination: C, transform: (index: Int, T) -> R?): C {
    var
    index = 0
    for (item in this)
        destination.add(transform(checkIndexOverflow(index++), item))
    return
} */
public inline fun <T, R : Any>
Iterable<T>.mapNotNull(transform: (T) -> R?): List<R> {
    return
mapNotNullTo(ArrayList<R>(), transform)\n} */
public inline fun <T, R : Any, C : MutableCollection<in R>>
Iterable<T>.mapNotNullTo(destination: C, transform: (T) -> R?): C {
    forEach {
        element -> transform(element)?.let { destination.add(it) } }
    return
} */
public inline fun <T, R, C : MutableCollection<in R>>
Iterable<T>.mapTo(destination: C, transform: (T) -> R): C {
    for (item in this)
        destination.add(transform(item))
    return
} */
public fun <T>
Iterable<T>.withIndex(): Iterable<IndexedValue<T>> {
    return
IndexingIterable { iterator() }\n} */
public fun <T> Iterable<T>.distinct(): List<T> {
    return
this.toMutableSet().toList()\n} */
public inline fun <T, K> Iterable<T>.distinctBy(selector: (T) -> K): List<T> {
    val set = HashSet<K>()
    val list = ArrayList<T>()
    for (e in this) {
        val key = selector(e)
        if (set.add(key))
            list.add(e)
    }
    return
} */
public infix fun <T> Iterable<T>.intersect(other: Iterable<T>): Set<T> {
    val set = this.toMutableSet()\n    val list = ArrayList<T> (\n        for (e in this) \n            if (set.add(key)) \n                list.add(e)\n    )\n    return
} */
public infix fun <T> Iterable<T>.subtract(other: Iterable<T>): Set<T> {
    val set = this.toMutableSet()\n    set.removeAll\n    return
} */
public fun <T> Iterable<T>.toMutableSet(): MutableSet<T> {
    return
when (this) {
        is Collection<T> ->
    }
} */
```
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/**
 * Returns a set containing all distinct elements from both collections. 
 * Those elements of the [other] collection that are unique are iterated in the end.
 * To get a set containing all elements that are contained in both collections use
 * [intersect].
 */
public inline fun <T> Iterable<T>.union(other: Iterable<T>): Set<T> {
    val set = this.toMutableSet()
    set.addAll(other)
    return set
}

/**
 * Returns `true` if all elements match the given [predicate].
 * @param predicate function that takes an element and returns true if it matches.
 */
public fun <T> Iterable<T>.all(predicate: (T) -> Boolean): Boolean {
    if (this is Collection && isEmpty()) return true
    for (element in this) if (!predicate(element)) return false
    return true
}

/**
 * Returns `true` if there is at least one element.
 * @param predicate function that takes an element and returns true if it matches.
 */
public inline fun <T> Iterable<T>.any(predicate: (T) -> Boolean): Boolean {
    if (this is Collection && isEmpty()) return false
    for (element in this) if (predicate(element)) return true
    return false
}

/**
 * Returns the number of elements in this collection.
 */
public fun <T> Iterable<T>.count(): Int {
    if (this is Collection) return size
    var count = 0
    for (element in this) checkCountOverflow(++count)
    return count
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from left to right to current accumulator
 * value and each element.
 * @param operation function that takes the index of an element, current accumulator value and each element.
 */
public inline fun <T, R> Iterable<T>.fold(initial: R, operation: (acc: R, T) -> R): R {
    var accumulator = initial
    for (element in this) accumulator = operation(accumulator, element)
    return accumulator
}

/**
 * Performs the given [action] on each element.
 */
@kotlin.internal.InlineOnly
public inline fun <T> List<T>.forEach(action: (T) -> Unit): Unit {
    for (element in this) action(element)
}

/**
 * Performs the given [action] on each element, providing sequential index with the element.
 */
public inline fun <T> List<T>.forEachIndexed(action: (index: Int, T) -> Unit): Unit {
    var index = 0
    for (item in this) action(checkIndexOverflow(index++), item)
}

/**
 * Returns the largest element or `null` if there are no elements.
 * If any of elements is `NaN` returns `NaN`
 */
@SinceKotlin("1.1")
public fun
Iterateable<Double>.max(): Double? { val iterator = iterator() if (!iterator.hasNext()) return null
    var max = iterator.next() /n if (max.isNaN()) return max
    while (iterator.hasNext()) { val e = iterator.next() /n if (e.isNaN()) return e
        if (max < e) max = e
    } return max
}

Iterateable<T>.max(): T? { val iterator = iterator()
    if (!iterator.hasNext()) return null
    var max = iterator.next() while (iterator.hasNext()) { val e = iterator.next()
        if (max < e) max = e
    } return max
}

Inline fun <T> Iterateable<T>.maxWith(comparator: Comparator<in T>): T? { val iterator = iterator()
    if (!iterator.hasNext()) return null
    var max = iterator.next() while (iterator.hasNext()) { val e = iterator.next()
        if (comparator.compare(max, e) < 0) max = e
    } return max
}

Iterateable<Double>.min(): Double? { val iterator = iterator()
    if (!iterator.hasNext()) return null
    var min = iterator.next() if (min.isNaN()) return min
    while (iterator.hasNext()) { val e = iterator.next()
        if (min > e) min = e
    } return min
}

Iterateable<T>.minWith(comparator: Comparator<in T>): T? { val iterator = iterator()
    if (!iterator.hasNext()) return null
    var min = iterator.next() while (iterator.hasNext()) { val e = iterator.next()
        if (comparator.compare(min, e) > 0) min = e
    } return min
}

Iterateable<T>.none(): Boolean { val iterator = iterator() if (!iterator.hasNext()) return true
    for (element in this) if (predicate(element)) return false
    return true
}

/**
 * Performs the
 * 
 * @sample samples.collections.Collections.Aggregates.noneWithPredicate
 */
public fun <T> Iterateable<T>.noneWithPredicate(predicate: (T) -> Boolean): Boolean { val iterator = iterator()
    if (!iterator.hasNext()) return true
    var minElem = iterator.next() if (minElem.isNaN()) return true
    while (iterator.hasNext()) { val e = iterator.next()
        if (minElem > e) minElem = e
    } return minElem
}

/**
 * Returns the first element having the smallest value according to the provided [comparator] or
 * `null` if there are no elements.
 */
@SinceKotlin("1.1")
public fun Iterable<Float>.min(): Float? {
    val iterator = iterator()
    if (!iterator.hasNext()) return null
    var min = iterator.next() if (min.isNaN()) return min
    while (iterator.hasNext()) { val e = iterator.next()
        if (min > e) min = e
    } return min
}

/**
 * Returns the smallest element or `null` if there are no elements.
 */
@SinceKotlin("1.1")
public fun Iterable<Double>.min(): Double? {
    val iterator = iterator()
    if (!iterator.hasNext()) return null
    var min = iterator.next() if (min.isNaN()) return min
    while (iterator.hasNext()) { val e = iterator.next()
        if (min > e) min = e
    } return min
}

/**
 * Returns the first element yielding the largest value of the given function or `null` if there
 * are no elements.
 */
@SinceKotlin("1.1")
public fun Iterable<Float>.max(): Float? {
    val iterator = iterator()
    if (!iterator.hasNext()) return null
    var max = iterator.next() if (max.isNaN()) return max
    while (iterator.hasNext()) { val e = iterator.next()
        if (max < e) max = e
    } return max
}

/**
 * Returns the largest element or `null` if there are no elements.
 */
@SinceKotlin("1.1")
public fun Iterable<Double>.max(): Double? {
    val iterator = iterator()
    if (!iterator.hasNext()) return null
    var max = iterator.next() if (max.isNaN()) return max
    while (iterator.hasNext()) { val e = iterator.next()
        if (max < e) max = e
    } return max
}

/**
 * Performs the
 * 
 * @sample samples.collections.Collections.Aggregates.maxWithPredicate
 */
public fun <T> Iterateable<T>.maxWithPredicate(predicate: (T) -> Boolean): Boolean { val iterator = iterator()
    if (!iterator.hasNext()) return true
    var maxElem = iterator.next() if (maxElem.isNaN()) return true
    while (iterator.hasNext()) { val e = iterator.next()
        if (maxElem > e) maxElem = e
    } return maxElem
}

/**
 * Returns the first element yielding the largest value according to the provided [comparator] or
 * `null` if there are no elements.
 */
@SinceKotlin("1.1")
public fun Iterable<T>.max(): T? { val iterator = iterator()
    if (!iterator.hasNext()) return null
    var max = iterator.next() while (iterator.hasNext()) { val e = iterator.next()
        if (comparator.compare(max, e) < 0) max = e
    } return max
}

/**
 * Returns the largest element or `null` if there are no elements.
 */
@SinceKotlin("1.1")
public fun Iterable<T>.maxWith(comparator: Comparator<in T>): T? { val iterator = iterator()
    if (!iterator.hasNext()) return null
    var max = iterator.next() while (iterator.hasNext()) { val e = iterator.next()
        if (comparator.compare(max, e) < 0) max = e
    } return max
}

/**
 * Returns the largest element or `null` if there are no elements.
 */
@SinceKotlin("1.1")
public fun Iterateable<Float>.max(): Float? {
    val iterator = iterator()
    if (!iterator.hasNext()) return null
    var max = iterator.next() if (max.isNaN()) return max
    while (iterator.hasNext()) { val e = iterator.next()
        if (max < e) max = e
    } return max
}

/**
 * Returns the largest element or `null` if there are no elements.
 */
@SinceKotlin("1.1")
public fun Iterateable<Double>.max(): Double? {
    val iterator = iterator()
    if (!iterator.hasNext()) return null
    var max = iterator.next() if (max.isNaN()) return max
    while (iterator.hasNext()) { val e = iterator.next()
        if (max < e) max = e
    } return max
}

/**
 * Returns the first element having the smallest value according to the provided [comparator] or
 * `null` if there are no elements.
 */
@SinceKotlin("1.1")
public fun Iterateable<Float>.min(): Float? {
    val iterator = iterator()
    if (!iterator.hasNext()) return null
    var min = iterator.next() if (min.isNaN()) return min
    while (iterator.hasNext()) { val e = iterator.next()
        if (min > e) min = e
    } return min
}

/**
 * Returns the smallest element or `null` if there are no elements.
 */
@SinceKotlin("1.1")
public fun Iterateable<Double>.min(): Double? {
    val iterator = iterator()
    if (!iterator.hasNext()) return null
    var min = iterator.next() if (min.isNaN()) return min
    while (iterator.hasNext()) { val e = iterator.next()
        if (min > e) min = e
    } return min
}
inline fun <T, C : Iterable<T>> C.onEach(action: (T) -> Unit): C {
    return apply { for (element in this)
        action(element) }
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right
 * to current accumulator value and each element in the original collection.
 * @param operation function that takes the index of an element, current accumulator value
 * and the element itself and calculates the next accumulator value.
 * @return return accumulator
 */
public inline fun <T, S> Iterable<T>.reduce(operation: (T, S) -> S): S {
    var accumulator = operation(0, this.first())
    for (element in this)
        accumulator = operation(accumulator, element)
    return accumulator
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right
 * to current accumulator value and each element in the original collection.
 * @param operation function that takes the index of an element, current accumulator value
 * and the element itself and calculates the next accumulator value.
 * @return return accumulator
 */
public inline fun <T, S> List<T>.reduce(operation: (Int, T, S) -> S): S {
    var accumulator = operation(0, this.first(), 0)
    for (element in this)
        accumulator = operation(accumulator, element, accumulator)
    return accumulator
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the collection.
 * @return sum
 */
public inline fun <T> Iterable<T>.sumBy(selector: (T) -> Int): Int {
    var sum = 0
    for (element in this)
        sum += selector(element)
    return sum
}

/**
 * Returns an original collection containing all the non-null elements, throwing an
 * [IllegalArgumentException] if there are any null elements.
 * @return original collection
 */
public fun <T : Any> Iterable<T?>.requireNoNulls(): Iterable<T> {
    for (element in this)
        if (element == null) {
            throw IllegalArgumentException("null element found in $this.")
        }
    return this as Iterable<T>
}

/**
 * Splits this collection into a list of lists each not exceeding the given [size].
 * 
 * The last list in the resulting list may have less elements than the given [size].
 * 
 * @param size the number of elements to take in each list, must be positive and can be greater
 * than the number of elements in this collection.
 * @sample samples.collections.Collections.Transformations.chunked
 */
@SinceKotlin("1.2")
public fun <T> Iterable<T>.chunked(size: Int): List<List<T>> {
    return windowed(size, size, partialWindows = true)
}

/**
 * Splits this collection into several lists each not exceeding the given [size] and applies the given [transform]
 * function to each.
 * @return list of results of the [transform] applied to each list.
 */
public fun <T, R> Iterable<T>.chunked(transform: (List<T>) -> List<R>): List<List<R>> {
    return windowed(transform, transform, partialWindows = true)
}

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or allow it to escape in some way, unless you made a snapshot of it.\n* The last list may have less elements than the given [size].\n* @param size the number of elements to take in each list, must be positive and can be greater than the number of elements in this collection.\n* @sample samples.text.Strings.chunkedTransform\n*\n@SinceKotlin("1.2")\npublic fun <T, R> Iterable<T>.chunked(size: Int, transform: (List<T>) -> R): List<R>\n{\n    return windowed(size, size, partialWindows = true, transform = transform)\n}\n* Returns a list containing all elements of the original collection without the first occurrence of the given [element].\n*\n@public operator fun <T> Iterable<T>.minus(element: T): List<T>\n{\n    val result = ArrayList<T>(collectionSizeOrDefault(10))\n    var removed = false\n    return this.filterTo(result) { if (!removed & & it == element) { removed = true; false } else true }\n}\n* Returns a list containing all elements of the original collection except the elements contained in the given [elements] array.\n*\n@SinceKotlin("1.2")\npublic fun <T> Iterable<T>.minus(elements: Array<out T>): List<T>\n{\n    if (elements.isEmpty()) return this.toList()\n    val other = elements.toHashSet()\n    return this.filterNot { it in other }\n}\n* Returns a list containing all elements of the original collection except the elements contained in the given [elements] collection.\n*\n@SinceKotlin("1.2")\npublic fun <T> Iterable<T>.minus(elements: Iterable<T>): List<T>\n{\n    if (elements.isEmpty()) return this.toList()\n    val other = elements.convertToSetForSetOperationWith(this)\n    return this.filterNot { it in other }\n}\n* Returns a list containing all elements of the original collection except the elements contained in the given [elements] sequence.\n*\n@SinceKotlin("1.2")\npublic fun <T> Iterable<T>.minus(elements: Sequence<T>): List<T>\n{\n    val other = elements.toHashSet()\n    if (other.isEmpty()) return this.toList()\n    return this.filterNot { it in other }\n}\n* Returns a list containing all elements of the original collection without the first occurrence of the given [element].\n*\n@kotlin.internal.InlineOnly\npublic inline fun <T> Iterable<T>.minusElement(element: T): List<T>\n{\n    return minus(element)\n}\n*\n@SinceKotlin("1.2")\npublic inline fun <T> Iterable<T>.partition(predicate: (T) -> Boolean): Pair<List<T>, List<T>>\n{\n    val first = ArrayList<T>()\n    val second = ArrayList<T>()\n    for (element in this) {\n        if (predicate(element)) {\n            first.add(element)\n        } else {\n            second.add(element)\n        }\n    }\n    return Pair(first, second)\n}\n*\n@SinceKotlin("1.2")\npublic operator fun <T> Iterable<T>.plus(element: T): List<T>\n{\n    if (this is Collection) return this.plus(element)\n    val result = ArrayList<T>()\n    result.addAll(this)\n    result.add(element)\n    return result\n}\n*\n@SinceKotlin("1.2")\npublic operator fun <T> Collection<T>.plus(element: T): List<T>\n{\n    val result = ArrayList<T>(size + 1)\n    result.addAll(this)\n    result.add(element)\n    return result\n}\n*\n@SinceKotlin("1.2")\npublic operator fun <T> Iterable<T>.plus(elements: Array<out T>): List<T>\n{\n    if (this is Collection) return this.plus(elements)\n    val result = ArrayList<T>()\n    result.addAll(this)\n    result.addAll(elements)\n    return result\n}\n*\n@SinceKotlin("1.2")\npublic operator fun <T> Collection<T>.plus(elements: Array<out T>): List<T>\n{\n    val result = ArrayList<T>(this.size + elements.size)\n    result.addAll(this)\n    result.addAll(elements)\n    return result\n}\n*\n@SinceKotlin("1.2")\npublic operator fun <T> Iterable<T>.plus(elements: Iterable<T>): List<T>\n{\n    if (this is Collection) return this.plus(elements)\n    val result = ArrayList<T>()\n    result.addAll(this)\n    result.addAll(elements)\n    return result\n}\n*\n@SinceKotlin("1.2")\npublic operator fun <T> Collection<T>.plus(elements: Iterable<T>): List<T>\n{\n    val result = ArrayList<T>(this.size + elements.size)\n    result.addAll(this)\n    result.addAll(elements)\n    return result\n}\n*\n@SinceKotlin("1.2")\npublic operator fun <T> Iterable<T>.plus(elements: Array<out T>): List<T>\n{\n    val result = ArrayList<T>()\n    result.addAll(this)\n    result.addAll(elements)\n    return result\n}\n*\n@SinceKotlin("1.2")\npublic operator fun <T> Collection<T>.plus(elements: Array<out T>): List<T>\n{\n    val result = ArrayList<T>(this.size + elements.size)\n    result.addAll(this)\n    result.addAll(elements)\n    return result\n}\n*\n@SinceKotlin("1.2")\npublic operator fun <T> Iterable<T>.plus(elements: Collection<T>): List<T>\n{\n    if (this is Collection) return this.plus(elements)\n    val result = ArrayList<T>()\n    result.addAll(this)\n    result.addAll(elements)\n    return result\n}\n*\n@SinceKotlin("1.2")\npublic operator fun <T> Collection<T>.plus(elements: Collection<T>): List<T>\n{\n    val result = ArrayList<T>(this.size + elements.size)\n    result.addAll(this)\n    result.addAll(elements)\n    return result\n}\n*\n@SinceKotlin("1.2")\npublic operator fun <T> Iterable<T>.plus(elements: Sequence<T>): List<T>\n{\n    val other = elements.toHashSet()\n    if (other.isEmpty()) return this.toList()\n    return this.filterNot { it in other }\n}\n*\n@SinceKotlin("1.2")\npublic operator fun <T> Collection<T>.plus(elements: Sequence<T>): List<T>\n{\n    val result = ArrayList<T>(size + elements.size)\n    result.addAll(this)\n    result.addAll(elements)\n    return result\n}\n*
[elements].

*/
public operator fun <T> Collection<T>.plus(elements: Iterable<T>): List<T> {
    if (elements is Collection) {
        val result = ArrayList<T>(this.size + elements.size)
        result.addAll(elements)
        return result
    } else {
        val result = ArrayList<T>(this)
        result.addAll(elements)
        return result
    }
}

/**
 * Returns a list containing all elements of the original collection and then all elements of the given [elements].
 */
public operator fun <T> Collection<T>.plus(elements: Sequence<T>): List<T> {
    val result = ArrayList<T>(this.size + 10)
    result.addAll(this)
    result.addAll(elements)
    return result
}

/**
 * Returns a list containing all elements of the original collection and then the given [element].
 */
public inline fun <T> Collection<T>.plusElement(element: T): List<T> {
    return plus(element)
}

/**
 * Returns a list of snapshots of the window of the given [size] sliding along this collection with the given [step], where each snapshot is a list of elements. Several last lists may have less elements than the given [size]. Both [size] and [step] must be positive and can be greater than the number of elements in this collection. * @param size the number of elements to take in each window * @param step the number of elements to move the window forward by on each step, by default 1

 */
@SinceKotlin("1.2")
    checkWindowSizeStep(size, step)
    if (this is RandomAccess && this is List) {
        val thisSize = this.size
        val resultCapacity = thisSize / step + if (thisSize % step == 0) 0 else 1
        val result = ArrayList<List<T>>(resultCapacity)
        var index = 0
        while (index in 0 until thisSize) {
            val windowSize = size.coerceAtMost(thisSize - index)
            if (!partialWindows && windowSize < size) break
            result.add(List(windowSize) { this[it + index] })
            index += step
        }
        return result
    }
    val result = ArrayList<List<T>>()
    windowedIterator(iterator(), size, step, partialWindows, reuseBuffer = false).forEach {
        result.add(it)
    }
    return result
}

/**
 * Returns a list of results of applying the given [transform] function to each list representing a view over the window of the given [size] sliding along this collection with the given [step]. Note that the list passed to the [transform] function is ephemeral and is valid only inside that function. * You should not store it or allow it to escape in some way, unless you made a snapshot of it. Several last lists may have less elements than the given [size]. Both [size] and [step] must be positive and can be greater than the number of elements in this collection. * @param size the number of elements to take in each window * @param step the number of elements to move the window forward by on each step, by default 1

 */
@SinceKotlin("1.2")
    checkWindowSizeStep(size, step)
    if (this is RandomAccess && this is List) {
        val thisSize = this.size
        val resultCapacity = thisSize / step + if (thisSize % step == 0) 0 else 1
        val result = ArrayList<R>(resultCapacity)
        var index = 0
        while (index in 0 until thisSize) {
            val windowSize = size.coerceAtMost(thisSize - index)
            if (!partialWindows && windowSize < size) break
            result.add(List(windowSize) { this[it + index] })
            index += step
        }
        return result
    }
    val result = ArrayList<R>()
    windowedIterator(iterator(), size, step, partialWindows, reuseBuffer = true).forEach {
        result.add(transform(it))
    }
    return result
}

/**
 * Returns a list of pairs built from the elements of `this` collection and the [other] array with the same index. * The returned list has length of the shortest collection.

 */
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* @sample samples.collections.Iterables.Operations.zipIterable
 */
public infix fun <T, R> Iterable<T>.zip(other: Array<out R>): List<Pair<T, R>> {
    return zip(other) { t1, t2 -> t1 to t2 }
}

/**
 * Returns a list of values built from the elements of ‘this’ collection and the [other] array with the same index
 * using the provided [transform] function applied to each pair of elements.
 * The returned list has length of the shortest collection.
 * @sample samples.collections.Iterables.Operations.zipIterable
 */
public inline fun <T, R, V> Iterable<T>.zip(other: Array<out R>, transform: (a: T, b: R) -> V): List<V> {
    val arraySize = other.size
    val list = ArrayList<V>(minOf(collectionSizeOrDefault(10), arraySize))
    var i = 0
    for (element in this) {
        if (i >= arraySize) break
        list.add(transform(element, other[i++]))
    }
    return list
}

/**
 * Returns a list of pairs built from the elements of ‘this’ collection and [other] collection with the same index
 * using the provided [transform] function applied to each pair of elements.
 * The returned list has length of the shortest collection.
 * @sample samples.collections.Iterables.Operations.zipIterable
 */
public infix fun <T, R> Iterable<T>.zip(other: Iterable<R>): List<Pair<T, R>> {
    return zip(other) { t1, t2 -> t1 to t2 }
}

/**
 * Returns a list of values built from the elements of ‘this’ collection and [other] collection with the same index
 * using the provided [transform] function applied to each pair of elements.
 * The returned list has length of the shortest collection.
 * @sample samples.collections.Iterables.Operations.zipIterable
 */
public inline fun <T, R, V> Iterable<T>.zip(other: Iterable<R>, transform: (a: T, b: R) -> V): List<V> {
    val first = iterator()
    val second = other.iterator()
    val list = ArrayList<V>(minOf(collectionSizeOrDefault(10), other.collectionSizeOrDefault(10)))
    while (first.hasNext() && second.hasNext()) {
        list.add(transform(first.next(), second.next()))
    }
    return list
}

/**
 * Returns a list of pairs of each two adjacent elements in this collection.
 * The returned list is empty if this collection contains less than two elements.
 * @sample samples.collections.Collections.Transformations.zipWithNext
 */
@SinceKotlin("1.2")
public fun <T> Iterable<T>.zipWithNext(): List<Pair<T, T>> {
    return zipWithNext { a, b -> a to b }
}

/**
 * Returns a list containing the results of applying the given [transform] function
 * to each pair of two adjacent elements in this collection.
 * The returned list is empty if this collection contains less than two elements.
 * @sample samples.collections.Collections.Transformations.zipWithNextToFindDeltas
 */
@SinceKotlin("1.2")
public inline fun <T, R> Iterable<T>.zipWithNext(transform: (a: T, b: T) -> R): List<R> {
    val iterator = iterator()
    if (!iterator.hasNext()) return emptyList()
    val result = mutableListOf<R>()
    var current = iterator.next()
    while (iterator.hasNext()) {
        val next = iterator.next()
        result.add(transform(current, next))
        current = next
    }
    return result
}

/**
 * Appends the string from all the elements separated using [separator] and using the given [prefix] and [postfix] if supplied.
 * If the collection could be huge, you can specify a non-negative value of [limit], in which case only the first [limit] elements will be appended, followed by the [truncated] string (which defaults to "."...). The returned list will be of an empty list if the collection contains less than two elements.
 * @sample samples.collections.Collections.Transformations.joinTo
 */
    buffer.append(prefix)
    var count = 0
    for (element in this) {
        if (++count > 1) buffer.append(separator)
        if (limit < 0 || count <= limit) {
            buffer.appendElement(element, transform)
        } else break
    }
    if (limit >= 0 && count > limit) buffer.append(truncated)
    buffer.append(postfix)
    return buffer
}

/**
 * Creates a string from all the elements separated using [separator] and using the given [prefix] and [postfix] if supplied.
 * If the collection could be huge, you can specify a non-negative value of [limit], in which case only the first [limit] elements will be appended, followed by the [truncated] string (which defaults to "."...).
 * @sample samples.collections.Collections.Transformations.joinToString
 */
public fun <T> Iterable<T>.joinToString(separator: CharSequence = ", ", prefix: CharSequence = "", postfix: CharSequence = "", limit: Int = -1, truncated: CharSequence = "...", transform: ((T) -> CharSequence)? = null): String {
    return joinTo(StringBuilder(), separator, prefix, postfix, limit, truncated, transform).toString()
}

/**
 * Returns this collection as an [Iterable].
 */
@kotlin.internal.InlineOnly
public inline fun <T> Iterable<T>.asIterable(): Iterable<T> {
    return this
}
its elements when being iterated.

```kotlin
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@sample

@kotlin.jvm.JvmName("averageOfByte")
public fun Iterable<Byte>.average(): Double {
    var sum = 0.0
    var count = 0
    for (element in this) {
        checkCountOverflow(++count)
        sum += element
    }
    return if (count == 0) Double.NaN else sum / count
}

@kotlin.jvm.JvmName("averageOfShort")
public fun Iterable<Short>.average(): Double {
    var sum = 0.0
    var count = 0
    for (element in this) {
        checkCountOverflow(++count)
        sum += element
    }
    return if (count == 0) Double.NaN else sum / count
}

@kotlin.jvm.JvmName("averageOfInt")
public fun Iterable<Int>.average(): Double {
    var sum = 0.0
    var count = 0
    for (element in this) {
        checkCountOverflow(++count)
        sum += element
    }
    return if (count == 0) Double.NaN else sum / count
}

@kotlin.jvm.JvmName("averageOfLong")
public fun Iterable<Long>.average(): Double {
    var sum = 0.0
    var count = 0
    for (element in this) {
        checkCountOverflow(++count)
        sum += element
    }
    return if (count == 0) Double.NaN else sum / count
}

@kotlin.jvm.JvmName("averageOfFloat")
public fun Iterable<Float>.average(): Double {
    var sum = 0.0
    var count = 0
    for (element in this) {
        checkCountOverflow(++count)
        sum += element
    }
    return if (count == 0) Double.NaN else sum / count
}

@kotlin.jvm.JvmName("averageOfDouble")
public fun Iterable<Double>.average(): Double {
    var sum = 0.0
    var count = 0
    for (element in this) {
        checkCountOverflow(++count)
        sum += element
    }
    return if (count == 0) Double.NaN else sum / count
}

@kotlin.jvm.JvmName("sumOfByte")
public fun Iterable<Byte>.sum(): Int {
    var sum = 0
    for (element in this) {
        sum += element
    }
    return sum
}

@kotlin.jvm.JvmName("sumOfShort")
public fun Iterable<Short>.sum(): Int {
    var sum = 0
    for (element in this) {
        sum += element
    }
    return sum
}

@kotlin.jvm.JvmName("sumOfInt")
public fun Iterable<Int>.sum(): Int {
    var sum = 0
    for (element in this) {
        sum += element
    }
    return sum
}

@kotlin.jvm.JvmName("sumOfLong")
public fun Iterable<Long>.sum(): Long {
    var sum = 0
    for (element in this) {
        sum += element
    }
    return sum
}

@kotlin.jvm.JvmName("sumOfFloat")
public fun Iterable<Float>.sum(): Float {
    var sum = 0.0
    for (element in this) {
        sum += element
    }
    return sum
}

@kotlin.jvm.JvmName("sumOfDouble")
public fun Iterable<Double>.sum(): Double {
    var sum = 0.0
    for (element in this) {
        sum += element
    }
    return sum
}
```

/*
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 * Apache 2.0 license that can be found in the license/LICENSE.txt file.
 */

package kotlin.collections

import kotlin.comparisons.naturalOrder
import kotlin.random.Random

/** Returns the array if it's not `null`, or an
 * empty array otherwise. */
@kotlin.internal.InlineOnly
public actual inline fun <T> Array<out T>?.orEmpty(): Array<out T> = this ?: emptyArray<T>()

@kotlin.internal.InlineOnly
public actual inline fun <T> Collection<T>.toTypedArray(): Array<T> = copyToArrayImpl(collection)

@JsName("copyToArrayImpl")
internal actual fun copyToArrayImpl(collection: Collection<*>, type: Class<*>): Array<T> {
    val array = emptyArray<T>()
    val iterator = collection.iterator()
    var element = iterator.next()
    while (element != null) {
        array += element
        if (array.size == capacity) {
            array += emptyArray<T>()
        }
        element = iterator.next()
    }
    return array
}
/*
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 * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.
 */

// no singleton map implementation in js, return map as is
@Suppress("NOTHING_TO_INLINE")
in internal actual inline fun <K, V> map<K, V> toSingletonMapOrSelf(): Map<K, V> = this

@Suppress("NOTHING_TO_INLINE")
in internal actual inline fun <T> Array<T>.copyToArrayOfAny(isVarargs: Boolean): Array<out Any?> =
    if (isVarargs)
    // no need to copy vararg array in JS
        this
    else
        this.copyOf()

// no singleton map implementation in js, return map as is
@Suppress("NOTHING_TO_INLINE")
in internal actual inline fun <K, V> Map<K, V> toSingletonMapOrSelf(): Map<K, V> = this

// no singleton map implementation in js, return map as is
@Suppress("NOTHING_TO_INLINE")
in internal actual inline fun <T> Array<T>.copyToMapOrSelf(): Map<T, Any> =
    this.toMutableMap()
@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("CollectionsKt")

package kotlin.collections

/**
 * Returns the given iterator itself. This allows to use an instance of iterator in a `for` loop.
 * @param iterator Iterator to wrap.
 * @return The same iterator.
 */
@kotlin.internal.InlineOnly
public inline operator fun <T> Iterator<T>.iterator(): Iterator<T> = this

/**
 * Returns an `Iterator` that wraps each element produced by the original `iterator` into an `IndexedValue` containing the index of that element and the element itself.
 * @param iterator Iterator to wrap.
 * @return The same iterator.
 */
public fun <T> Iterator<T>.withIndex(): Iterator<IndexedValue<T>> = IndexingIterator(this)

/**
 * Performs the given `operation` on each element of this `Iterator`.
 * @param operation Operation to perform on each element.
 * @return None.
 */
public inline fun <T> Iterator<T>.forEach(operation: (T) -> Unit): Unit {
    for (element in this) operation(element)
}

/**
 * Returns the greater of two values.
 * If values are equal, returns the first one.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public expect inline fun maxOf(a: Byte, b: Byte): Byte

/**
 * Returns the greater of two values.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public expect inline fun maxOf(a: Short, b: Short): Short

/**
 * Returns the greater of two values.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public expect inline fun maxOf(a: Int, b: Int): Int

/**
 * Returns the greater of two values.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public expect inline fun maxOf(a: Long, b: Long): Long

/**
 * Returns the greater of two values.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public expect inline fun maxOf(a: Float, b: Float): Float

/**
 * Returns the greater of three values.
 */
@SinceKotlin("1.1")
public expect fun <T : Comparable<T>> maxOf(a: T, b: T, c: T): T

/**
 * Returns the greater of three values.
 * If values are equal, returns the first one.
 */
@SinceKotlin("1.1")
public fun <T> maxOf(a: T, b: T, comparator: Comparator<in T>): T {
    return if (comparator.compare(a, b) >= 0) a else b
}

/**
 * Returns the smaller of two values.
 * If values are equal, returns the first one.
 */
@SinceKotlin("1.1")
public fun <T : Comparable<T>> minOf(a: T, b: T):
transform)(\n)\n\n
/**
 * Applies the given [transform] function to each entry in the original map and appends only the non-null results to the given [destination].
 */
public inline fun <K, V, R : Any, C : MutableCollection<R>> Map<out K, V>.mapNotNullTo(destination: C, transform: (Map.Entry<K, V>) -> R?): C {
    return mapNotNullTo(ArrayList<R>(), transform)
}

/**
 * Applies the given [transform] function to each entry of the original map and appends the results to the given [destination].
 */
@kotlin.internal.InlineOnly
public inline fun <K, V, R : Any> Map<out K, V>.mapNotToList(transform: (Map.Entry<K, V>) -> R?): List<R> {
    return mapNotToList(ArrayList<R>())
}

/**
 * Returns a list containing only the non-null results of applying the given [transform] function to each entry in the original map and appends only the non-null results to the given [destination].
 */
public inline fun <K, V, R : Any> Map<out K, V>.mapNotNull(transform: (Map.Entry<K, V>) -> R?): List<R> {
    return mapNotNull(ArrayList<R>(), transform)
}

/**
 * Returns `true` if all entries match the given [predicate].
 */
@kotlin.internal.InlineOnly
public inline fun <K, V> Map<out K, V>.all(predicate: (Map.Entry<K, V>) -> Boolean): Boolean {
    if (isEmpty()) return true
    for (element in this) if (!predicate(element)) return false
    return true
}

/**
 * Returns `true` if no entries match the given [predicate].
 */
@kotlin.internal.InlineOnly
public inline fun <K, V> Map<out K, V>.none(predicate: (Map.Entry<K, V>) -> Boolean): Boolean {
    if (isEmpty()) return false
    for (element in this) if (predicate(element)) return true
    return false
}

/**
 * Returns `true` if there are no entries.
 */
@kotlin.internal.InlineOnly
public fun <K, V> Map<out K, V>.isEmpty(): Boolean {
    return none()
}

/**
 * Returns `true` if there are no entries matching the given [predicate].
 */
public inline fun <K, V> Map<out K, V>.none(predicate: (Map.Entry<K, V>) -> Boolean): Boolean {
    if (isEmpty()) return true
    for (element in this) if (predicate(element)) return false
    return true
}

/**
 * Performs the given [action] on each entry and returns the map itself afterwards.
 */
@SinceKotlin("1.1")
public inline fun <K, V, M : Map<out K, V>> M.onEach(action: (Map.Entry<K, V>) -> Unit): M {
    return apply { for (element in this) action(element) }
}

/**
 * Creates a [Sequence] instance that wraps the original map returning its entries when being iterated.
 */
@kotlin.internal.InlineOnly
public inline fun <K, V> Map<out K, V>.asSequence(): Sequence<Map.Entry<K, V>> {
    return asIterable()
}

/**
 * Creates an [Iterable] instance that wraps the original map returning its entries when being iterated.
 */
@kotlin.internal.InlineOnly
public inline fun <K, V> Map<out K, V>.asIterable(): Iterable<Map.Entry<K, V>> {
    return entries
}
when being iterated.

```kotlin
package kotlin.ranges

//
// NOTE: THIS FILE IS AUTO-GENERATED by the GenerateStandardLib.kt
// See: https://github.com/JetBrains/kotlin/tree/master/libraries/stdlib

import kotlin.random.*

/**
 * Returns `true` if [element] is found in the sequence.
 * The operation is _terminal_.
 */
public operator fun <T> Sequence<T>.contains(element: T): Boolean {
    return indexOf(element) >= 0
}

/**
 * Returns an element at the given [index] or throws an [IndexOutOfBoundsException] if the
 * [index] is out of bounds of this sequence.
 * The operation is _terminal_.
 * @sample samples.collections.Collections.Elements.elementAt
 */
public fun <T> Sequence<T>.elementAt(index: Int): T {
    return elementAtOrElse(index) { throw IndexOutOfBoundsException("Sequence doesn't contain element at index $index.") }
}

/**
 * Returns an element at the given [index] or the result of calling the [defaultValue]
 * function if the [index] is out of bounds of this sequence.
 * The operation is _terminal_.
 * @sample samples.collections.Collections.Elements.elementAtOrElse
 */
public fun <T> Sequence<T>.elementAtOrElse(index: Int, defaultValue: (Int) -> T): T {
    if (index < 0)
        return defaultValue(index)
    val iterator = iterator()
    var count = 0
    while (iterator.hasNext()) {
        val element = iterator.next()
        if (index == count++)
            return element
    }
    return defaultValue(index)
}

/**
 * Returns first element.
 * @throws [NoSuchElementException] if the sequence is empty.
 * The operation is _terminal_.
 */
public fun <T> Sequence<T>.first(): T {
    val iterator = iterator()
    if (!iterator.hasNext())
        throw NoSuchElementException("Sequence is empty.")
    return iterator.next()
}

/**
 * Returns the first element matching the given [predicate], or `null` if no such element was found.
 * The operation is _terminal_.
 */
public inline fun <T> Sequence<T>.first(predicate: (T) -> Boolean): T? {
    for (element in this) if (predicate(element)) return element
    throw NoSuchElementException("Sequence contains no element matching the predicate.")
}

/**
 * Returns first index of [element], or -1 if the sequence does not contain [element].
 * The operation is _terminal_.
 */
public fun <T> Sequence<T>.indexOf(element: T): Int {
    val iterator = iterator()
    var index = 0
    while (iterator.hasNext()) {
        if (iterator.next() == element) return index
        index++
    }
    return -1
}

/**
 * Returns index of [element] after adding it to the sequence, or -1 if the sequence does not contain [element].
 * The operation is _terminal_.
 */
public fun <T> Sequence<T>.indexOfAfter(element: T): Int {
    val iterator = iterator()
    var index = 0
    while (iterator.hasNext()) {
        if (iterator.next() == element) return index
        index++
    }
    return -1
}
```

Sequence<T>.indexOf(element: T): Int {
    var index = 0
    for (item in this) {
        checkIndexOverflow(index) returns index of the first element matching the given [predicate], or -1 if the sequence does not contain such element.
        * The operation is _terminal_.*
    }
    return -1
}

Sequence<T>.indexOfFirst(predicate: (T) -> Boolean): Int {
    var index = 0
    for (item in this) {
        checkIndexOverflow(index) returns index of the first element matching the given [predicate], or -1 if the sequence does not contain such element.
        * The operation is _terminal_.*
    }
    return -1
}

Sequence<T>.indexOfLast(predicate: (T) -> Boolean): Int {
    var lastIndex = -1
    var index = 0
    for (item in this) {
        checkIndexOverflow(index) returns last index of the last element matching the given [predicate], or -1 if the sequence does not contain such element.
        * The operation is _terminal_.*
    }
    return lastIndex
}

Sequence<T>.last(): T {
    val iterator = iterator()
    if (!iterator.hasNext())
        throw NoSuchElementException("Sequence is empty.")
    var last = iterator.next()
    while (iterator.hasNext())
        last = iterator.next()
    return last
}

Sequence<T>.lastOrNull(): T? {
    val iterator = iterator()
    if (!iterator.hasNext())
        return null
    var last = iterator.next()
    while (iterator.hasNext())
        last = iterator.next()
    return last
}

Sequence<T>.single(): T {
    val iterator = iterator()
    if (!iterator.hasNext())
        throw NoSuchElementException("Sequence is empty.")
    var single = iterator.next()
    if (iterator.hasNext())
        throw IllegalArgumentException("Sequence has more than one element.")
    return single
}

Sequence<T>.singleOrNull(): T? {
    val iterator = iterator()
    if (!iterator.hasNext())
        return null
    var single = iterator.next()
    if (iterator.hasNext())
        return null
    return single
}

Sequence<T>.singleOrNull(predicate: (T) -> Boolean): T? {
    var single: T? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) return null
            single = element
            found = true
        }
    }
    if (!found) return null
    return single
}

Sequence<T>.indexOfOfFirst(predicate: (T) -> Boolean): Int {
    var index = 0
    for (item in this) {
        checkIndexOverflow(index) returns index of the first element matching the given [predicate], or -1 if the sequence does not contain such element.
        * The operation is _terminal_.*
    }
    return -1
}

Sequence<T>.indexOfOfLast(predicate: (T) -> Boolean): Int {
    var lastIndex = -1
    var index = 0
    for (item in this) {
        checkIndexOverflow(index) returns last index of the last element matching the given [predicate], or -1 if the sequence does not contain such element.
        * The operation is _terminal_.*
    }
    return lastIndex
}

Sequence<T>.singleOfFirst(predicate: (T) -> Boolean): T? {
    var single: T? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) return null
            single = element
            found = true
        }
    }
    if (!found) return null
    return single
}

Sequence<T>.singleOfLast(predicate: (T) -> Boolean): T? {
    var single: T? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) return null
            single = element
            found = true
        }
    }
    if (!found) return null
    return single
}

Sequence<T>.indexOfOf(element: T): Int {
    var index = 0
    for (item in this) {
        checkIndexOverflow(index) returns index of the first element matching the given [predicate], or -1 if the sequence does not contain such element.
        * The operation is _terminal_.*
    }
    return -1
}

Sequence<T>.indexOfFirstOfFirst(predicate: (T) -> Boolean): Int {
    var index = 0
    for (item in this) {
        checkIndexOverflow(index) returns index of the first element matching the given [predicate], or -1 if the sequence does not contain such element.
        * The operation is _terminal_.*
    }
    return -1
}

Sequence<T>.indexOfOfLastOfLast(predicate: (T) -> Boolean): Int {
    var lastIndex = -1
    var index = 0
    for (item in this) {
        checkIndexOverflow(index) returns last index of the last element matching the given [predicate], or -1 if the sequence does not contain such element.
        * The operation is _terminal_.*
    }
    return lastIndex
}

Sequence<T>.singleOfFirstOfFirst(predicate: (T) -> Boolean): T? {
    var single: T? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) return null
            single = element
            found = true
        }
    }
    if (!found) return null
    return single
}

Sequence<T>.singleOfLastOfLast(predicate: (T) -> Boolean): T? {
    var single: T? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) return null
            single = element
            found = true
        }
    }
    if (!found) return null
    return single
}
@throws IllegalArgumentException if \( n \) is negative.}

```kotlin
public fun <T> Sequence<T>.drop(n: Int): Sequence<T> {
    require(n >= 0) { "Requested element count \( n \) is less than zero." }
    return when { \( n \) == 0 -> this \( n \) } else -> DropSequence(this, n)
}
```

Returns a sequence containing all elements except first \( n \) elements.

The operation is \_intermediate\_ and \_stateless\_.

```
@sample samples.collections.Collections.Transformations.drop
```

### DropWhile

Returns a sequence containing only elements matching the given [predicate].

The operation is \_intermediate\_ and \_stateless\_.

```
@sample samples.collections.Collections.Transformations.dropWhile
```

### dropWhile

```
@throws
```

```kotlin
public fun <T> Sequence<T>.dropWhile(predicate: (T) -> Boolean): Sequence<T> {
    return DropWhileSequence(this, predicate)
}
```

```
@sample samples.collections.Collections.Transformations.dropWhile
```

### filterNot

```
@throws
```

```kotlin
public fun <T> Sequence<T>.filterNot(predicate: (T) -> Boolean): Sequence<T> {
    return FilteringSequence(this, false, predicate)
}
```

```
@sample samples.collections.Collections.Transformations.filterNot
```

### filterNotTo

```
@throws
```

```kotlin
public fun <T> Sequence<T>.filterNotTo(destination: MutableCollection<T>, predicate: (T) -> Boolean): MutableCollection<T> {
    for (element in this) if (!predicate(element)) destination.add(element)
    return destination
}
```

```
@sample samples.collections.Collections.Transformations.filterNotTo
```

### filterIsInstance

```
@throws
```

```kotlin
public fun <T> Sequence<T>.filterIsInstance(): Sequence<T> {
    return filter { it is T } as Sequence<T>
}
```

```
@sample samples.collections.Collections.Transformations.filterIsInstance
```

### filterIsInstanceTo

```
@throws
```

```kotlin
public fun <T> Sequence<T>.filterIsInstanceTo(destination: MutableCollection<T>): MutableCollection<T> {
    for (element in this) if (element is T) destination.add(element)
    return destination
}
```

```
@sample samples.collections.Collections.Transformations.filterIsInstanceTo
```

### take

```
@throws
```

```kotlin
public fun <T> Sequence<T>.take(n: Int): Sequence<T> {
    require(n >= 0) { "Requested element count \( n \) is less than zero." }
    return when { \( n \) == 0 -> this
}
```

Returns a sequence containing all elements except first \( n \) elements.

The operation is \_intermediate\_ and \_stateless\_.
emptySequence()
    this is DropTakeSequence -> this.take(n)
    else -> TakeSequence(this, n)
}

/**
 * Returns a sequence containing first elements satisfying the given [predicate].
 * The operation is _intermediate_ and _stateless_.
 */
public fun <T> Sequence<T>.takeWhile(predicate: (T) -> Boolean): Sequence<T> {
    return TakeWhileSequence(this, predicate)
}

/**
 * Returns a sequence that yields elements of this sequence sorted according to their natural sort order.
 * The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.
 * The operation is _intermediate_ and _stateful_.
 */
public fun <T : Comparable<T>> Sequence<T>.sorted(): Sequence<T> {
    return sortedList.sortBy(compareBy { a -> a })
}

/**
 * Returns a sequence that yields elements of this sequence sorted according to natural sort order of the value returned by specified [selector] function.
 * The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.
 * The operation is _intermediate_ and _stateful_.
 */
public fun <T : Comparable<T>> Sequence<T>.sortedBy(selector: (T) -> R): Sequence<T> {
    return sortedList.sortByDescending(compareBy { a -> -selector(a) })
}

/**
 * Returns a sequence that yields elements of this sequence sorted descending according to natural sort order.
 * The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.
 * The operation is _intermediate_ and _stateful_.
 */
public fun <T : Comparable<T>> Sequence<T>.sortedDescending(): Sequence<T> {
    return sortedList.sortByDescending(reverseOrder())
}

/**
 * Returns a sequence that yields elements of this sequence sorted according to the specified [comparator].
 * The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.
 * The operation is _intermediate_ and _stateful_.
 */
public fun <T> Sequence<T>.sortedWith(comparator: Comparator<in T>): Sequence<T> {
    return sortedList.sortWith(compareBy(comparator))
}

/**
 * Returns a map containing key-value pairs provided by [transform] function applied to elements of the given sequence.
 * The returned map preserves the entry iteration order of the original sequence.
 * The operation is _terminal_.
 */
public inline fun <T, K, V> Sequence<T>.associate(transform: (T) -> Pair<K, V>): Map<K, V> {
    return associateTo(LinkedHashMap<K, V>(), transform)
}

/**
 * Returns a map containing the elements from the given sequence indexed by the key returned from [keySelector] function applied to each element.
 * The returned map preserves the entry iteration order of the original sequence.
 * The operation is _terminal_.
 */
public inline fun <T, K> Sequence<T>.associateBy(keySelector: (T) -> K): Map<K, T> {
    return associateByTo(LinkedHashMap<K, T>(), keySelector)
}

/**
 * Returns a map containing the values provided by [valueTransform] and indexed by [keySelector] functions applied to elements of the given sequence.
 * The operation is _terminal_.
 */
public inline fun <T, K, V> Sequence<T>.associateByTo(keySelector: (T) -> K, valueTransform: (T) -> V): Map<K, V> {
    return associateByTo(LinkedHashMap<K, V>(), keySelector, valueTransform)
}

/**
 * Populates and returns the [destination] mutable map with key-value pairs, where key is provided by the [keySelector] and value is provided by the [valueTransform] function applied to the [destination] element of the given sequence.
 * The returned map preserves the entry iteration order of the original sequence.
 * The operation is _terminal_.
 */
public inline fun <T, K, M : MutableMap<in K, in T>>
Sequence<T>.associateByTo(destination: M, keySelector: (T) -> K): M {
    for (element in this) {
        destination.put(keySelector(element), element)
    }
    return destination
}

/**
 * Populates and returns the [destination] mutable map with key-value pairs,
 * where key is provided by the [keySelector] function and value is provided by
 * the [valueTransform] function applied to elements of the given sequence.
 * If any two
 * elements would have the same key returned by [keySelector] the last one gets added to the map.
 * The operation is _terminal_.
 */
public inline fun <T, K, V, M : MutableMap<in K, in V>>
    Sequence<T>.associateByTo(destination: M, keySelector: (T) -> K, valueTransform: (T) -> V): M {
    for (element in this) {
        destination.put(keySelector(element), valueTransform(element))
    }
    return destination
}

/**
 * Populates and returns the [destination] mutable map with key-value pairs
 * for each element of the given sequence.
 * If any of two
 * elements are equal, the last one overwrites the former value in the map.
 * The operation is _terminal_.
 */
@SinceKotlin("1.3")
public inline fun <K, V> Sequence<K>.associateWith(valueSelector: (K) -> V): Map<K, V> {
    val result = LinkedHashMap<K, V>()
    return associateWithTo(result, valueSelector)
}

/**
 * Returns a [HashSet] of all elements.
 * The returned set preserves the entry iteration order of the original sequence.
 * The operation is _terminal_.
 */
public fun <T> Sequence<T>.toHashSet(): HashSet<T> {
    return toCollection(HashSet<T>())
}

/**
 * Returns a [List] containing all elements.
 * The operation is _terminal_.
 */
public fun <T> Sequence<T>.toList(): List<T> {
    return toMutableList().optimizeReadOnlyList()
}

/**
 * Returns a single sequence of all elements
 * from results of [transform] function being invoked on each element of original sequence.
 * The operation is _intermediate_ and _stateless_.
 */
public fun <T, R> Sequence<T>.flatMap(transform: (T) -> Sequence<R>): Sequence<R> {
    return FlatteningSequence(this, transform, { it.iterator() })
}

/**
 * Returns a [Map] where keys are elements from the given sequence and values are
 * produced by the [valueSelector] function applied to each element.
 * If any two
 * elements are equal, the last one gets added to the map.
 * The returned map preserves the entry iteration order of the original sequence.
 * The operation is _terminal_.
 */
public fun <K, V> Sequence<K, V>.associateWithTo(destination: M, keySelector: (K) -> V): M {
    for (element in this) {
        destination += keySelector(element) to valueSelector(element)
    }
    return destination
}

/**
 * Groups elements of the original sequence by the key returned by the given [keySelector] function
 * and returns a map where each group key is associated with a list of corresponding elements.
 * If any two keys are equal, the last one overwrites the former value in the map.
 * The operation is _terminal_.
 */
public fun <K, V> Sequence<K, V>.groupBy(keySelector: (K) -> V): Map<K, List<V>> {
    val result = LinkedHashMap<K, MutableList<V>>()
    return groupByTo(result, keySelector)
}

/**
 * Returns a [MutableList] filled with all elements of this sequence.
 * The operation is _terminal_.
 */
public fun <T> Sequence<T>.toMutableList(): MutableList<T> {
    return toCollection(ArrayList<T>())
}

/**
 * Returns a [Set] of all elements.
 * The returned set preserves the entry iteration order of the original sequence.
 * The operation is _terminal_.
 */
public fun <T> Sequence<T>.toSet(): Set<T> {
    return toCollection(LinkedHashSet<T>())
}

/**
 * Groups elements of the original sequence by the key returned by the given [keySelector] function
 * and returns a map where each group key is associated with a list of corresponding elements.
 * If any two keys are equal, the last one overwrites the former value in the map.
 * The operation is _terminal_.
 */
public fun <K, V> Sequence<K, V>.groupingBy(keySelector: (K) -> V): Map<K, List<V>> {
    val result = LinkedHashMap<K, MutableList<V>>()
    return groupingByTo(result, keySelector)
}

/**
 * Appends all elements yielded from results of [transform] function being invoked on each
 * element of original sequence, to the given [destination].
 * The operation is _terminal_.
 */
public fun <T, R> Sequence<T, R>.flatMapTo(destination: M, transform: (T) -> Sequence<R>): M {
    for (element in this) {
        destination.addAll(transform(element))
    }
    return destination
}

/**
 * Appends all elements yielded from results of [transform] function being invoked on each
 * element of original sequence, to the given [destination].
 * The operation is _terminal_.
 */
public fun <T, R> Sequence<T, R>.flatMapTo(destination: M, transform: (T) -> Sequence<R>): M {
    for (element in this) {
        destination.addAll(transform(element))
    }
    return destination
}

/**
 * Returns a [Map] where keys are elements from the given sequence and values are
 * produced by the [valueSelector] function applied to each element.
 * If any two
 * elements are equal, the last one gets added to the map.
 * The returned map preserves the entry iteration order of the original sequence.
 * The operation is _terminal_.
 */
public fun <K, V> Sequence<K, V>.groupBy(keySelector: (K) -> V): Map<K, List<V>> {
    val result = LinkedHashMap<K, MutableList<V>>()
    return groupByTo(result, keySelector)
}

/**
 * Returns a [MutableList] filled with all elements of this sequence.
 * The operation is _terminal_.
 */
public fun <T> Sequence<T>.toMutableList(): MutableList<T> {
    return toCollection(ArrayList<T>())
}

/**
 * Returns a [Set] of all elements.
 * The returned set preserves the entry iteration order of the original sequence.
 * The operation is _terminal_.
 */
public fun <T> Sequence<T>.toSet(): Set<T> {
    return toCollection(LinkedHashSet<T>())
}

/**
 * Groups elements of the original sequence by the key returned by the given [keySelector] function
 * and returns a map where each group key is associated with a list of corresponding elements.
 * If any two keys are equal, the last one overwrites the former value in the map.
 * The operation is _terminal_.
 */
public fun <K, V> Sequence<K, V>.groupingBy(keySelector: (K) -> V): Map<K, List<V>> {
    val result = LinkedHashMap<K, MutableList<V>>()
    return groupingByTo(result, keySelector)
}

/**
 * Appends all elements yielded from results of [transform] function being invoked on each
 * element of original sequence, to the given [destination].
 * The operation is _terminal_.
 */
public fun <T, R> Sequence<T, R>.flatMapTo(destination: M, transform: (T) -> Sequence<R>): M {
    for (element in this) {
        destination.addAll(transform(element))
    }
    return destination
}

/**
 * Appends all elements yielded from results of [transform] function being invoked on each
 * element of original sequence, to the given [destination].
 * The operation is _terminal_.
 */
public fun <T, R> Sequence<T, R>.flatMapTo(destination: M, transform: (T) -> Sequence<R>): M {
    for (element in this) {
        destination.addAll(transform(element))
    }
    return destination
}
```kotlin
K> Sequence<T>.groupBy(keySelector: (T) -> K): Map<K, List<T>> { return groupByTo(LinkedHashMap<K, MutableList<T>>(), keySelector) }

/**
 * Groups values returned by the [valueTransform] function applied to each element of the original sequence\n * by the key returned by the given [keySelector] function applied to the element\n * and returns a map where each group key is associated with a list of corresponding values.\n * The returned map preserves the entry iteration order of the keys produced from the original sequence.\n * The operation is _terminal_\n */ @sample

samples.collections.Collections.Transformations.groupByKeysAndValues
Sequence<T>.groupBy(keySelector: (T) -> K, valueTransform: (T) -> V): Map<K, List<V>> { return groupByTo(LinkedHashMap<K, MutableList<V>>(), keySelector, valueTransform) }

/**
 * Groups elements of the original sequence by the key returned by the given [keySelector] function\n * and puts to the [destination] map each group key associated with a list of corresponding elements.\n * The operation is _terminal_.\n */ @sample

samples.collections.Collections.Transformations.groupBy
Sequence<T>.groupByTo(destination: M, keySelector: (T) -> K): M { for (element in this) { val key = keySelector(element) val list = destination.getOrPut(key) { ArrayList<T>() } list.add(element) } return destination }

/**
 * Groups values returned by the [valueTransform] function\n * and puts to the [destination] map each group key associated with a list of corresponding values.\n * The operation is _terminal_.\n */ @sample

samples.collections.Collections.Transformations.groupByKeysAndValues
Sequence<T>.groupByTo(destination: M, keySelector: (T) -> K, valueTransform: (T) -> V): M { for (element in this) { val key = keySelector(element) val list = destination.getOrPut(key) { ArrayList<V>() } list.add(valueTransform(element)) } return destination }

/**
 * Creates a [Grouping] source from a sequence to be used later with one of group-and-fold operations\n * using the specified [keySelector] function to extract a key from each element.\n * The operation is _intermediate_ and _stateless_.\n */ @SinceKotlin("1.1")

public inline fun <T, K> Sequence<T>.groupingBy(crossinline keySelector: (T) -> K): Grouping<T, K> {
    return object : Grouping<T, K> {
        override fun sourceIterator(): Iterator<T> = this@groupingBy.iterator()
        override fun keyOf(element: T): K = keySelector(element)
    }
}

/**
 * Returns a sequence containing the results of applying the given [transform] function\n * to each element in the original sequence.\n * The operation is _intermediate_ and _stateless_.\n */
public fun <T, R> Sequence<T>.map(transform: (T) -> R): Sequence<R> {
    return TransformingSequence(this, transform)
}

/**
 * Returns a sequence containing the results of applying the given [transform] function\n * to each element and its index in the original sequence.\n * @param [transform] function that takes the index of an element and the element itself\n * and returns the result of the transform applied to the element.\n * The operation is _intermediate_ and _stateless_.\n */
public fun <T, R> Sequence<T>.mapIndexed(transform: (index: Int, T) -> R): Sequence<R> {
    return TransformingIndexedSequence(this, transform).filterNotNull()
}
```

return destination.

**Applies the given [transform] function to each element and its index in the original sequence and appends the results to the given [destination].**

* The operation is _terminal_ and *unpublic inline fun `<T, R, C : MutableCollection<R>> Sequence<T>.mapIndexedTo(destination: C, transform: (index: Int, T) -> R): C {*

* Returns a sequence containing only the non-null results of applying the given [transform] function to each element in the original sequence.

* The operation is _intermediate_ and _stateless_.

```kotlin
public inline fun <T, R, C : MutableCollection<R>> Sequence<T>.mapIndexedTo(destination: C, transform: (index: Int, T) -> R): C {
    var index = 0
    for (item in this)
        destination.add(transform(checkIndexOverflow(index++), item))
    return destination
}
```

**Applies the given [transform] function to each element in the original sequence and appends only the non-null results to the given [destination].**

```kotlin
/**
 * Applies the given [transform] function to each element of the original sequence
 * and appends the results to the given [destination].
 * The operation is _terminal_.
 * The operation is _intermediate_ and _stateless_.
 * The operation is _whenOperator_.
 */
public inline fun <T, R, C : MutableCollection<R>> Sequence<T>.mapTo(destination: C, transform: (T) -> R): C {
    for (item in this)
        destination.add(transform(item))
    return destination
}
```

**Returns a sequence containing only the non-null results of applying the given [transform] function to each element of the original sequence.**

```kotlin
/**
 * Applies the given [transform] function to each element of the original sequence
 * and _intermediate_ and _stateless_.
 */
public fun <T, R> Sequence<T>.withIndex(): Sequence<IndexedValue<T>> {
    return IndexingSequence(this)
}
```

**Returns a mutable set containing all distinct elements from the given sequence.**

```kotlin
/**
 * Returns a mutable set containing all distinct elements from the given sequence.
 * The elements are in the same order as they were in the source sequence.
 * The operation is _terminal_.
 * The operation is _whenOperator_.
 */
public fun <T> Sequence<T>.toMutableSet(): MutableSet<T> {
    val set = LinkedHashSet<T>()
    for (item in this)
        set.add(item)
    return set
}
```

**Returns `true` if all elements match the given [predicate].**

```kotlin
/**
 * Returns `true` if all elements match the given [predicate].
 */
public inline fun <T> Sequence<T>.all(predicate: (T) -> Boolean): Boolean {
    for (element in this) if (!predicate(element)) return false
    return true
}
```

**Returns `true` if sequence has at least one element.**

```kotlin
/**
 * Returns `true` if sequence has at least one element.
 */
public fun <T> Sequence<T>.any(): Boolean {
    return iterator().hasNext()
}
```

**Returns `true` if at least one element matches the given [predicate].**

```kotlin
/**
 * Returns `true` if at least one element matches the given [predicate].
 */
public inline fun <T> Sequence<T>.any(predicate: (T) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return true
    return false
}
```

**Accumulates value starting with [initial] value and applying [operation] from left to right to current accumulator value and each element.**

```kotlin
/**
 * Accumulates value starting with [initial] value and applying [operation] from left to right to current accumulator value and each element.
 * The operation is _terminal_.
 * The operation is _intermediate_ and _stateless_.
 * The operation is _whenOperator_.
 */
public inline fun <T, R, C : MutableCollection<R>> Sequence<T>.fold(initial: R, operation: (acc: R, T) -> R): R {
    var accumulator = initial
    for (element in this)
        accumulator = operation(accumulator, element)
    return accumulator
}
```

---

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with [initial] value and applying [operation] from left to right
* to current accumulator value and each element
with its index in the original sequence.
* @param [operation] function that takes the index of an element, current
accumulator value
* and the element itself, and calculates the next accumulator value.
* The operation is performed in a single pass over the given array.

```kotlin
/**
 * Returns the first element yielding the smallest value of the given function or `null` if there are no
 * elements.
 * 
 * If any of elements is `NaN` returns `NaN`.
 * The operation is _terminal_.
 */
@SinceKotlin("1.1")
public fun <T> Sequence<T>.min(): T? {
    val iterator = iterator()
    if (!iterator.hasNext()) return null
    var min = iterator.next()!
    while (iterator.hasNext()) {
        val e = iterator.next()!
        if (min > e) min = e
    }
    return min
}
```

```kotlin
/**
 * Returns the smallest element or `null` if there are no elements.
 * 
 * If any of elements is `NaN` returns `NaN`.
 * The operation is _terminal_.
 */
@SinceKotlin("1.1")
public fun Sequence<Float>.min(): Float? {
    val iterator = iterator()
    if (!iterator.hasNext()) return null
    var min = iterator.next()!
    while (iterator.hasNext()) {
        val e = iterator.next()!
        if (e.isNaN()) return e
        if (min > e) min = e
    }
    return min
}
```

```kotlin
/**
 * Returns the largest element or `null` if there are no elements.
 * The operation is _terminal_.
 */
@SinceKotlin("1.1")
public fun Sequence<Double>.max(): Double? {
    val iterator = iterator()
    if (!iterator.hasNext()) return null
    var max = iterator.next()!
    while (iterator.hasNext()) {
        val e = iterator.next()!
        if (max < e) max = e
    }
    return max
}
```

```kotlin
/**
 * Returns the largest element or `null` if there are no elements.
 * The operation is _terminal_.
 */
@SinceKotlin("1.1")
public fun Sequence<Float>.max(): Float? {
    val iterator = iterator()
    if (!iterator.hasNext()) return null
    var max = iterator.next()!
    while (iterator.hasNext()) {
        val e = iterator.next()!
        if (max.isNaN()) return e
        if (max < e) max = e
    }
    return max
}
```

```kotlin
/**
 * Performs the given [operation] on each element.
 * 
 * The operation is _terminal_.
 */
public inline fun <T> Sequence<T>.forEachIndexed(action: (index: Int, T) -> Unit):
    Unit {
        var index = 0
        for (item in this) action(checkIndexOverflow(index++), item)
    }
```

```kotlin
/**
 * Performs the given [operation] on each element.
 * 
 * The operation is _terminal_.
 */
public inline fun <T> Sequence<T>.forEach(action: (T) -> Unit): Unit {
    for (element in this) action(element)
}
```

```kotlin
/**
 * Performs the given [operation] from left to right
 * to current accumulator value and each element
 * with its index in the original sequence.
 * @param [operation] function that takes the index of an element, current
 * accumulator value
 * and the element itself, and calculates the next accumulator value.
 * The operation is performed in a single pass over the given array.
 * 
 * @sample
 * samples.collections.Collections.Aggregates.maxBy
 */
public inline fun <T, R : Comparable<R>>
    Sequence<T>.maxBy(selector: (T) -> R): T? {
    val initial = initial!
    var maxElem = initial
    while (hasNext()) {
        val e = next()!
        val v = selector(e)
        if (maxValue < v) {
            maxElem = e
            maxValue = v
        }
    } while (hasNext())
    return maxElem
}
```

```kotlin
/**
 * Performs the given [operation] on each element, providing sequential index with the element.
 * @param [operation] function that takes the index of an element, current
 * accumulator value
 * and the element itself
 * and calculates the next accumulator value.
 * The operation is performed in a single pass over the given array.
 * 
 * The operation is _terminal_.
 */
public inline fun <T> Sequence<T>.foldIndexed(initial: R, operation: (index: Int, acc: R, T) ->
    R) : R {
    var index = 0
    var accumulator = initial
    for (element in this) accumulator =
        operation(checkIndexOverflow(index++), accumulator, element)!
    return accumulator
}
```

```kotlin
/**
 * Performs the given [operation] on each element, providing sequential index with the element.
 * @param [operation] function that takes the index of an element, current
 * accumulator value
 * and the element itself and calculates the next accumulator value.
 * The operation is performed in a single pass over the given array.
 * 
 * The operation is _terminal_.
 */
public inline fun <T> Sequence<T>.foldIndexed(initial: T, operation: (index: Int, acc: T, T) ->
    T) : T {
    var index = 0
    var accumulator = initial
    for (element in this) accumulator =
        operation(checkIndexOverflow(index++), accumulator, element)
    return accumulator
}
```

```kotlin
/**
 * Performs the given [operation] on each element.
 * 
 * The operation is _terminal_.
 */
public fun <T> Sequence<T>.forEachIndexed(action: (index: Int, T) -> Unit):
    Unit {
        var index = 0
        for (item in this) action(checkIndexOverflow(index++), item)
    }
```

```kotlin
/**
 * Performs the given [operation] on each element.
 * 
 * The operation is _terminal_.
 */
public inline fun <T> Sequence<T>.forEach(action: (T) -> Unit): Unit {
    for (element in this) action(element)
}
```
elements. * The operation is _terminal_. * `@sample samples.collections.Collections.Aggregates.minBy
*
/public inline fun `<T, R : Comparable<R>`>
Sequence<T>.minBy(selector: (T) -> R): T? {
    val iterator = iterator() if (iterator.hasNext()) return null
    var minElem = iterator.next() if (iterator.hasNext()) return minElem
    var minValue = selector(minElem)
    do {
        val e = iterator.next() val v = selector(e) if (minValue > v) {
            minElem = e
            minValue = v
        } while (iterator.hasNext()) return minElem
        return minElem
    } * Returns the first element having the smallest value according to the provided comparator or `null` if there are no elements. * The operation is _terminal_. * `@sample samples.collections.Collections.Aggregates.minBy
*
/public fun `<T> Sequence<T>.minWith(comparator: Comparator<in T>): T? {
    val iterator = iterator() if (iterator.hasNext()) return null
    var min = iterator.next() if (comparator.compare(min, e) > 0) min = e
    return min
} * Returns `true` if the sequence has no elements. * The operation is _terminal_. * `@sample samples.collections.Collections.Aggregates.minWith
*
/public fun `<T> Sequence<T>.none(): Boolean {
    return !iterator().hasNext() * Returns `true` if no elements match the given predicate. * The operation is _terminal_. * `@sample samples.collections.Collections.Aggregates.minWith
*
/public fun `<T> Sequence<T>.noneWithPredicate
*
/public inline fun `<T> Sequence<T>.onEach(action: (T) -> Unit): Sequence<T> {
    return map {
        action(it)
        it
    }
} * Returns a sequence which performs the given [action] on each element of the original sequence as they pass through it. * The operation is _intermediate_ and _stateless_. * `@param on operation
*
/public fun `<S, T : S> Sequence<T>.reduce(operation: (acc: S, T) -> S): S {
    val iterator = this.iterator() if (!iterator.hasNext()) throw UnsupportedOperationException("Empty sequence can’t be reduced.")
    var accumulator = S = iterator.next() while (iterator.hasNext()) {
        accumulator = operation(accumulator, iterator.next())
    }
    return accumulator
} * Returns the sum of all values produced by [selector] function applied to each element in the sequence. * The operation is _terminal_. * `@param size
*
/public fun `<T> Sequence<T>.chunked(size: Int): Sequence<List<T>> {
    return windowed(size, size, partialWindows = true)
} * Splits this sequence into a sequence of lists each not exceeding the given size. * The last list in the resulting sequence may have less elements than the given size. * `@param size
*
/public fun `<T> Sequence<T>.sumBy(selector: (T) -> Int): Int {
    var sum = Int = 0
    for (element in this) {
        sum += selector(element)
    }
    return sum
} * Splits this sequence into several lists each not exceeding the given size and applies the given [transform] function to each element.
[transform] applied to an each list.

Note that the list passed to the [transform] function is ephemeral and is valid only inside that function.

The last list may have less elements than the given [size].

The operation is _intermediate_ and _stateful_.

@sample samples.text.Strings.chunkedTransform

@SinceKotlin("1.2")
public fun <T, R> Sequence<T>.chunked(size: Int, transform: (List<T>) -> R): Sequence<R> {
    return windowed(size, size, partialWindows = true, transform = transform)
}

/**
 * Returns a sequence containing all elements of the original sequence without the first occurrence of the given
 * [element].
 * The operation is _intermediate_ and _stateful_.
 */
@sample samples.text.Strings.minus

/**
 * Returns a sequence containing all elements of original sequence except the elements contained in the given [elements] array.
 * Note that the source sequence and the array being subtracted are iterated only when an ‘iterator’ is requested from
 * the resulting sequence. Changing any of them between successive calls to ‘iterator’ may affect the result.
 * The [elements] array may be converted to a [HashSet] to speed up the operation, thus the elements are required to have
 * a correct and stable implementation of ‘hashCode()’ that doesn’t change between successive invocations.
 * The operation is _intermediate_ and _stateful_.
 */
@sample samples.text.Strings.minus

/**
 * Returns a sequence containing all elements of original sequence except the elements contained in the given [elements] collection.
 * Note that the source sequence and the collection being subtracted are iterated only when an ‘iterator’ is requested from
 * the resulting sequence. Changing any of them between successive calls to ‘iterator’ may affect the result.
 * The [elements] collection may be converted to a [HashSet] to speed up the operation, thus the elements are required to have
 * a correct and stable implementation of ‘hashCode()’ that doesn’t change between successive invocations.
 * The operation is _intermediate_ and _stateful_.
 */
@sample samples.text.Strings.minus

/**
 * Returns a sequence containing all elements of original sequence except the elements contained in the given [elements] sequence.
 * Note that the source sequence and the sequence being subtracted are iterated only when an ‘iterator’ is requested from
 * the resulting sequence. Changing any of them between successive calls to ‘iterator’ may affect the result.
 * The [elements] sequence may be converted to a [HashSet] to speed up the operation, thus the elements are required to have
 * a correct and stable implementation of ‘hashCode()’ that doesn’t change between successive invocations.
 * The operation is _intermediate_ and _stateful_.
 */
@sample samples.text.Strings.minus

/**
 * Splits the original sequence into pair of lists,
 * where *first* list contains elements for which [predicate] yielded `true`,
 * while *second* list contains elements for which [predicate] yielded `false`.
 * The operation is _terminal_.
 */
@sample samples.text.Strings.partition

/**
 * Returns a sequence containing all elements of the original sequence without the first occurrence of the given [element].
 * The operation is _intermediate_ and _stateless_.
 */
@sample samples.text.Strings.minusElement

/**
 * Returns a sequence containing all elements of the original sequence except the elements contained in the given [elements] array.
 * Note that the source sequence and the array being subtracted are iterated only when an ‘iterator’ is requested from
 * the resulting sequence. Changing any of them between successive calls to ‘iterator’ may affect the result.
 * The [elements] array may be converted to a [HashSet] to speed up the operation, thus the elements are required to have
 * a correct and stable implementation of ‘hashCode()’ that doesn’t change between successive invocations.
 * The operation is _intermediate_ and _stateful_.
 */
@sample samples.text.Strings.minus

/**
 * Splits the original sequence into pair of lists,
 * where *first* list contains elements for which [predicate] yielded ‘true’,
 * while *second* list contains elements for which [predicate] yielded ‘false’.
 * The operation is _terminal_.
 */
@sample samples.text.Strings.partition

/**
 * Returns a sequence containing all elements of the original sequence without the first occurrence of the given [element].
 * The operation is _intermediate_ and _stateless_.
 */
@sample samples.text.Strings.minusElement

/**
 * Returns a sequence containing all elements of the original sequence except the elements contained in the given [elements] collection.
 * Note that the source sequence and the collection being subtracted are iterated only when an ‘iterator’ is requested from
 * the resulting sequence. Changing any of them between successive calls to ‘iterator’ may affect the result.
 * The [elements] collection may be converted to a [HashSet] to speed up the operation, thus the elements are required to have
 * a correct and stable implementation of ‘hashCode()’ that doesn’t change between successive invocations.
 * The operation is _intermediate_ and _stateful_.
 */
@sample samples.text.Strings.minus

/**
 * Splits the original sequence into pair of lists,
 * where *first* list contains elements for which [predicate] yielded ‘true’,
 * while *second* list contains elements for which [predicate] yielded ‘false’.
 * The operation is _terminal_.
 */
@sample samples.text.Strings.partition

/**
 * Returns a sequence containing all elements of the original sequence without the first occurrence of the given [element].
 * The operation is _intermediate_ and _stateless_.
 */
@sample samples.text.Strings.minusElement

/**
 * Returns a sequence containing all elements of the original sequence except the elements contained in the given [elements] sequence.
 * Note that the source sequence and the sequence being subtracted are iterated only when an ‘iterator’ is requested from
 * the resulting sequence. Changing any of them between successive calls to ‘iterator’ may affect the result.
 * The [elements] sequence may be converted to a [HashSet] to speed up the operation, thus the elements are required to have
 * a correct and stable implementation of ‘hashCode()’ that doesn’t change between successive invocations.
 * The operation is _intermediate_ and _stateful_.
 */
@sample samples.text.Strings.minus
/**
 * Returns a sequence containing all elements of original sequence and then the given *element*. The operation is _intermediate_ and _stateless_.
 */
public operator fun <T> Sequence<T>.plus(element: T): Sequence<T> {
    return sequenceOf(this, element).flatten().plus(*element) * Returns a sequence containing all elements of original sequence and then all elements of the given [elements] collection.
 * Note that the source sequence and the array being added are iterated only when an `iterator` is requested from the resulting sequence. Changing any of them between successive calls to `iterator` may affect the result.
 * The operation is _intermediate_ and _stateless_.
 * Returns a sequence containing all elements of original sequence and then all elements of the given [elements] collection.
 * Note that the source sequence and the array being added are iterated only when an `iterator` is requested from the resulting sequence. Changing any of them between successive calls to `iterator` may affect the result.
 * The operation is _intermediate_ and _stateless_.
 */
public operator fun <T> Sequence<T>.plus(elements: Array<out T>): Sequence<T> {
    return this.plus(elements.asList())
}

/**
 * Returns a sequence containing all elements of original sequence and then the given [elements] collection.
 * Note that the source sequence and the array being added are iterated only when an `iterator` is requested from the resulting sequence. Changing any of them between successive calls to `iterator` may affect the result.
 * The operation is _intermediate_ and _stateless_.
 */
public operator fun <T> Sequence<T>.plus(elements: Iterable<T>): Sequence<T> {
    return sequenceOf(this, elements.asSequence()).flatten().plus(*elements) * Returns a sequence containing all elements of original sequence and then all elements of the given [elements] collection. * Note that the source sequence and the array being added are iterated only when an `iterator` is requested from the resulting sequence. Changing any of them between successive calls to `iterator` may affect the result. * The operation is _intermediate_ and _stateless_.
 */
public operator fun <T> Sequence<T>.plus(elements: Sequence<T>): Sequence<T> {
    return sequenceOf(this, elements).flatten().plus(*elements) * Returns a sequence containing all elements of original sequence and then all elements of the given [elements] collection. * Note that the source sequence and the array being added are iterated only when an `iterator` is requested from the resulting sequence. Changing any of them between successive calls to `iterator` may affect the result.
 * The operation is _intermediate_ and _stateless_.
 */
@kotlin.internal.InlineOnly
public inline fun <T> Sequence<T>.plusElement(element: T): Sequence<T> {
    return plus(element)
}

/**
 * Returns a sequence of snapshots of the window of the given [size] sliding along this sequence with the given [step], where each snapshot is a list. Several last lists may have less elements than the given [size]. Both [size] and [step] must be positive and can be greater than the number of elements in this sequence.
 * @param size the number of elements to take in each window
 * @param step the number of elements to move the window forward by on each step, by default 1
 * @param partialWindows controls whether or not to keep partial windows in the end if any, by default `false` which means partial windows won't be preserved
 * @sample samples.collections.Sequences.Transformations.windows
 */
@SinceKotlin("1.2")
    return windowedSequence(size, step, partialWindows, reuseBuffer = false).map(transform)
}

/**
 * Returns a sequence of values built from the elements of `this` sequence and the [other] sequence with the same index.
 * The resulting sequence ends as soon as the shortest input sequence ends.
 * The operation is _intermediate_ and _stateless_.
 * @sample samples.collections.Sequences.Transformations.zip
 */
public infix fun <T, R> Sequence<T>.zip(other: Sequence<R>) {
    return MergingSequence(this, other) { t1, t2 -> t1 to t2 }
}

/**
 * Returns a sequence of results of applying the given [transform] function to each list representing a view over the window of the given [size] sliding along this sequence with the given [step]. Several last lists may have less elements than the given [size]. Both [size] and [step] must be positive and can be greater than the number of elements in this sequence.
 * @param size the number of elements to take in each window
 * @param step the number of elements to move the window forward by on each step, by default 1
 * @param partialWindows controls whether or not to keep partial windows in the end if any, by default `false` which means partial windows won't be preserved
 * @sample samples.collections.Sequences.Transformations.averageWindows
 */
@SinceKotlin("1.2")
    return averageWindow(size, step, partialWindows).map(transform)
index
* using the provided [transform] function applied to each pair of elements.

The resulting sequence ends as soon as the shortest input sequence ends.
The operation is _intermediate_ and _stateless_.

@sample samples.collections.Sequences.Transformations.zipWithTransform

```kotlin
val MergingSequence(this, other, transform): Sequence<V> {
    return
returns a sequence of pairs of each two adjacent elements in this sequence.

The operation is _intermediate_ and _stateless_.

@sample samples.collections.Collections.Sequences.Transformations.zipWithTransform

```kotlin
val Sequence<T>.zip(other: Sequence<R>, transform: (a: T, b: R) -> V): Sequence<V> {
    return
MergingSequence(this, other, transform)
}
```

### zipWithNext

Returns a sequence of pairs of each two adjacent elements in this sequence.

The operation is _intermediate_ and _stateless_.

@sample samples.collections.Collections.Sequences.Transformations.zipWithNext

```kotlin
val Sequence<T>.zipWithNext: Sequence<Pair<T, T>> {
    return zipWithNext { a, b -> a to b }
}
```

### zipWithNextToFindDeltas

Returns a sequence containing the results of applying the given [transform] function to an each pair of two adjacent elements in this sequence.

The operation is _intermediate_ and _stateless_.

@sample samples.collections.Collections.Transformations.zipWithNextToFindDeltas

```kotlin
val Sequence<T>.zipWithNextToFindDeltas: Sequence<Pair<T, T>> {
    return zipWithNextToFindDeltas { a, b -> transform(a, b) }
}
```

### joinTo

Appends the string from all the elements separated using [separator] and using the given [prefix] and [postfix] if supplied.

The operation is _terminal_.

@sample samples.collections.Collections.Transformations.joinTo

```kotlin
val Sequence<T>.joinTo(buffer: A, separator: CharSequence = ", ", prefix: CharSequence = "", postfix: CharSequence = "", limit: Int = -1, truncated: CharSequence = "...", transform: ((T) -> CharSequence)? = null): A {
    buffer.append(prefix)
    var count = 0
    for (element in this) {
        if (++count > 1) buffer.append(separator)
        if (limit < 0 || count <= limit) {
            buffer.appendElement(element, transform)
            break
        }
    }
    if (limit >= 0 && count > limit) buffer.append(truncated)
    buffer.append(postfix)
    return buffer
}
```

### joinToString

Returns an average value of elements in the sequence.

The operation is _terminal_.

```kotlin
val Sequence<T>.joinToString(separator: CharSequence = ", ", prefix: CharSequence = "", postfix: CharSequence = ",
```

```
```
import kotlin.random.*
import kotlin.ranges.contains
import kotlin.ranges.reversed

/**
 * Returns a set containing all elements of the original set except the given 
 * [element].
 * 
 * The returned set preserves the element iteration order of the original set.
 * 
 * The [element] may be converted to a [HashSet] to speed up the operation, thus the elements are required to have
 * a correct and stable implementation of `hashCode()` that doesn't change between successive invocations.
 */
public operator fun <T> Set<T>.minus(element: T): Set<T> {
    return this.filter { it != element } // element can be removed, it is equal to false
}

/**
 * Returns a set containing all elements of the original set except the elements contained in the given 
 * [elements] collection.
 * 
 * The returned set preserves the element iteration order of the original set.
 * 
 * The collection may be converted to a [HashSet] to speed up the operation, thus the elements are required to have
 * a correct and stable implementation of `hashCode()` that doesn't change between successive invocations.
 */
public operator fun <T> Set<T>.minus(elements: Iterable<T>): Set<T> {
    return this.filter { it !in elements }
}

/**
 * Returns a set containing all elements of the original set except the elements contained in the given 
 * [elements] array.
 * 
 * The returned set preserves the element iteration order of the original set.
 * 
 * The array may be converted to a [HashSet] to speed up the operation, thus the elements are required to have
 * a correct and stable implementation of `hashCode()` that doesn't change between successive invocations.
 */
public operator fun <T> Set<T>.minus(elements: Array<out T>): Set<T> {
    return this.filter { it !in elements }
}
elements.convertToSetForSetOperationWith(this) if (other.isEmpty()) return this.toSet() if (other is Set) return this.filterNotTo(LinkedListHashSet<T>()) if (other is LinkedHashSet<T>) return result

* * * *

The returned set preserves the element iteration order of the original set. * * * * The returned set preserves all elements of the original set except the given [elements] sequence. * * * * The [elements] sequence may be converted to a [HashSet] to speed up the operation, thus the elements are required to have a correct and stable implementation of `hashCode()` that doesn't change between successive invocations.

* * * *

The returned set preserves the element iteration order of the original set. * * * * The returned set preserves all elements of the original set and the given [element] if it isn't already in this set. * * * * The returned set preserves the element iteration order of the original set. * * * *

* * * *

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such character was found.

@kotlin.internal.InlineOnly
public inline fun CharSequence.findLast(predicate: (Char) -> Boolean): Char? {
  return lastOrNull(predicate) ?: null
}

@kotlin.internal.InlineOnly
public inline fun CharSequence.findLast(predicate: (Char) -> Boolean): Char? {
  if (isEmpty())
    throw NoSuchElementException("Char sequence is empty.")
  return this[0]OrNull()
}

@kotlin.internal.InlineOnly
public inline fun CharSequence.findLast(predicate: (Char) -> Boolean): Char? {
  if (isEmpty())
    return null
}

@kotlin.internal.InlineOnly
public inline fun CharSequence.findLast(predicate: (Char) -> Boolean): Char? {
  if (isEmpty())
    return null
}

@kotlin.internal.InlineOnly
public inline fun CharSequence.findLast(predicate: (Char) -> Boolean): Char? {
  if (isEmpty())
    return null
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  if (isEmpty())
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  if (isEmpty())
    return null
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  if (isEmpty())
    return null
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public inline fun CharSequence.findLast(predicate: (Char) -> Boolean): Char? {
  if (isEmpty())
    return null
}

@kotlin.internal.InlineOnly
public inline fun CharSequence.findLast(predicate: (Char) -> Boolean): Char? {
  if (isEmpty())
    return null
}

@kotlin.internal.InlineOnly
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  if (isEmpty())
    return null
}

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    return null
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  if (isEmpty())
    return null
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  if (isEmpty())
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  if (isEmpty())
    return null
}

@kotlin.internal.InlineOnly
public inline fun CharSequence.findLast(predicate: (Char) -> Boolean): Char? {
  if (isEmpty())
    return null
}

@kotlin.internal.InlineOnly
public inline fun CharSequence.findLast(predicate: (Char) -> Boolean): Char? {
  if (isEmpty())
    return null
}
IllegalArgumentError("Char sequence contains more than one matching element.")
    single = element
    found = true
} return if (!found) throw NoSuchElementException("Char sequence contains no character matching the predicate.")
}

public fun CharSequence.singleOrNull(): Char
    return if (length == 1) this[0] else null

public fun CharSequence.drop(n: Int): CharSequence
    require(n >= 0) { "Requested character count $n is less than zero." }
    return subSequence(n.coerceAtLeast(0), length).toString()

public inline fun CharSequence.drop(n: Int): String
    require(n >= 0) { "Requested character count $n is less than zero." }
    return take((length - n).coerceAtLeast(0))

public fun CharSequence.dropLast(n: Int): String
    require(n >= 0) { "Requested character count $n is less than zero." }
    return takeLast(n.coerceAtLeast(0))

public fun CharSequence.dropLastWhile(predicate: (Char) -> Boolean): CharSequence
    for (index in lastIndex downTo 0)
        if (!predicate(this[index]))
            return subSequence(0, index + 1)
    return ""

public inline fun CharSequence.singleOrNull(predicate: (Char) -> Boolean): Char
    var single: Char? = null
    var found = false
    for (element in this)
        if (predicate(element)) {
            if (found) return null
            single = element
            found = true
        }
    if (!found) return null
    return single

public fun CharSequence.dropLastWhile(predicate: (Char) -> Boolean): String
    for (index in lastIndex downTo 0)
        if (!predicate(this[index]))
            return substring(n.coerceAtLeast(0), length).toString()
    return ""

public fun CharSequence.filterIndexedTo(charSequence: CharSequence, predicate: (Char) -> Boolean): String
    return filterIndexed(charSequence) { index, element -> predicate(element) } as String

public fun String.dropLast(n: Int): String
    require(n >= 0) { "Requested character count $n is less than zero." }
    return substring(n.coerceAtMost(length))

public fun String.dropLastWhile(predicate: (Char) -> Boolean): String
    for (index in lastIndex downTo 0)
        if (!predicate(this[index]))
            return subSequence(0, index + 1)
    return ""

public fun String.drop(n: Int): String
    require(n >= 0) { "Requested character count $n is less than zero." }
    return take((length - n).coerceAtLeast(0))

public fun CharSequence.dropFirstWhile(predicate: (Char) -> Boolean): CharSequence
    for (index in 0 until length)
        if (!predicate(this[index]))
            return subSequence(index, length)
    return ""

public inline fun CharSequence.dropFirstWhile(predicate: (Char) -> Boolean): String
    for (index in 0 until length)
        if (!predicate(this[index]))
            return substring(index, length)
    return ""

public fun CharSequence.dropFirst(n: Int): String
    require(n >= 0) { "Requested character count $n is less than zero." }
    return substring(n.coerceAtMost(length))

public inline fun CharSequence.dropFirst(n: Int): String
    require(n >= 0) { "Requested character count $n is less than zero." }
    return take((length - n).coerceAtLeast(0))

public fun String.dropFirst(n: Int): String
    require(n >= 0) { "Requested character count $n is less than zero." }
    return take((length - n).coerceAtLeast(0))

public fun String.dropFirstWhile(predicate: (Char) -> Boolean): String
    for (index in 0 until length)
        if (!predicate(this[index]))
            return substring(n.coerceAtMost(length))
    return ""

public fun CharSequence.dropFirstWhile(predicate: (Char) -> Boolean): String
    for (index in 0 until length)
        if (!predicate(this[index]))
            return substring(index, length)
    return ""

public fun String.dropFirst(n: Int): String
    require(n >= 0) { "Requested character count $n is less than zero." }
    return substring(n.coerceAtMost(length))

public inline fun CharSequence.dropFirst(n: Int): String
    require(n >= 0) { "Requested character count $n is less than zero." }
    return take((length - n).coerceAtLeast(0))

public fun String.dropFirst(n: Int): String
    require(n >= 0) { "Requested character count $n is less than zero." }
    return take((length - n).coerceAtLeast(0))

public fun String.dropFirstWhile(predicate: (Char) -> Boolean): String
    for (index in 0 until length)
        if (!predicate(this[index]))
            return substring(n.coerceAtMost(length))
    return ""

public inline fun CharSequence.dropFirst(n: Int): String
    require(n >= 0) { "Requested character count $n is less than zero." }
    return take((length - n).coerceAtLeast(0))

public fun String.dropFirst(n: Int): String
    require(n >= 0) { "Requested character count $n is less than zero." }
    return take((length - n).coerceAtLeast(0))

public fun String.dropFirstWhile(predicate: (Char) -> Boolean): String
    for (index in 0 until length)
        if (!predicate(this[index]))
            return substring(n.coerceAtMost(length))
    return ""

public inline fun CharSequence.dropFirst(n: Int): String
    require(n >= 0) { "Requested character count $n is less than zero." }
    return take((length - n).coerceAtLeast(0))

public fun String.dropFirst(n: Int): String
    require(n >= 0) { "Requested character count $n is less than zero." }
    return take((length - n).coerceAtLeast(0))

public fun String.dropFirstWhile(predicate: (Char) -> Boolean): String
    for (index in 0 until length)
        if (!predicate(this[index]))
            return substring(n.coerceAtMost(length))
    return ""

public inline fun CharSequence.dropFirst(n: Int): String
    require(n >= 0) { "Requested character count $n is less than zero." }
    return take((length - n).coerceAtLeast(0))

public fun String.dropFirst(n: Int): String
    require(n >= 0) { "Requested character count $n is less than zero." }
    return take((length - n).coerceAtLeast(0))

public fun String.dropFirstWhile(predicate: (Char) -> Boolean): String
    for (index in 0 until length)
        if (!predicate(this[index]))
            return substring(n.coerceAtMost(length))
    return ""

public inline fun CharSequence.dropFirst(n: Int): String
    require(n >= 0) { "Requested character count $n is less than zero." }
    return take((length - n).coerceAtLeast(0))

public fun String.dropFirst(n: Int): String
    require(n >= 0) { "Requested character count $n is less than zero." }
    return take((length - n).coerceAtLeast(0))

public fun String.dropFirstWhile(predicate: (Char) -> Boolean): String
    for (index in 0 until length)
        if (!predicate(this[index]))
            return substring(n.coerceAtMost(length))
    return ""
String {n return filterIndexedTo(StringBuilder(), predicate).toString() \n}* Appends all characters matching the given [predicate] to the given [destination].

* @param [predicate] function that takes the index of a character and the character itself\n* and returns the result of predicate evaluation on the character.\n*\n
public inline fun <C : Appendable> CharSequence.filterIndexedTo(destination: C, predicate: (Int, Char) -> Boolean): C {
    for (element in this) if (predicate(index, element)) destination.append(element)\n    return destination\n}

* Returns a char sequence containing only those characters from the original char sequence that do not match the given [predicate].\n*\n
public inline fun <C : Appendable> CharSequence.filterNotTo(destination: C, predicate: (Int, Char) -> Boolean): C {
    forEachIndexed { index, element ->\n        if (predicate(index, element)) destination.append(element)\n    }\n    return destination\n}

* Returns a string containing only those characters from the original string that do not match the given [predicate].\n*\n
public inline fun String.filterNotTo(predicate: (Char) -> Boolean): String {\n    return filterNotTo(StringBuilder(), predicate).toString()\n}

* Appends all characters not matching the given [predicate] to the given [destination].\n*\n
CharSequence.filterNotTo(destination: C, predicate: (Char) -> Boolean): C {
    for (element in this) if (!predicate(element)) destination.append(element)\n    return destination\n}

* Returns a char sequence containing characters of the original char sequence at the specified range of [indices].\n*\n
CharSequence.slice(indices: IntRange): CharSequence {\n    if (indices.isEmpty()) return ""\n    return subSequence(indices)\n}

* Returns a string containing characters of the original string at specified [indices].\n*\n
CharSequence.slice(indices: Iterable<Int>): String {
    val size = indices.collectionSizeOrDefault(10)\n    val result = StringBuilder(size)\n    for (i in indices) {\n        result.append(get(i))\n    }\n    return result.toString()\n}

* Returns a subsequence of this char sequence containing characters of the original char sequence at specified range of [indices].\n*\n
CharSequence.take(n: Int): CharSequence {\n    require(n >= 0) { "Requested character count $n is less than zero." }\n    return subSequence(0, n.coerceAtMost(length))\n}

* Returns a string containing characters of the original string at specified range of [indices].\n*\n
String.take(n: Int): String {\n    require(n >= 0) { "Requested character count $n is less than zero." }\n    return substring(0, n.coerceAtMost(length))\n}

* Returns a subsequence of this char sequence containing the first [n] characters from this char sequence, or the entire char sequence if this char sequence is shorter.\n*\n
CharSequence.takeLast(n: Int): CharSequence {\n    require(n >= 0) { "Requested character count $n is less than zero." }\n    return subSequence(indexLast - n + 1, indexLast)\n}

* Returns a string containing characters of the original string at specified range of [indices].\n*\n
CharSequence.takeLast(indices: IntRange): CharSequence {\n    if (indices.isEmpty()) return ""\n    return subSequence(indices)\n}

* Returns a string containing characters of the original string at specified [indices].\n*\n
String.takeLast(indices: Iterable<Int>): String {\n    return (this as CharSequence).takeLast(indices).toString()\n}

* Returns a subsequence of this string containing characters of the original string at specified range of [indices].\n*\n
String.take(indices: IntRange): String {\n    if (indices.isEmpty()) return ""\n    return substring(indices)\n}

* Returns a string containing characters of the original string at specified [indices].\n*\n
String.takeLast(n: Int): String {\n    require(n >= 0) { "Requested character count $n is less than zero." }\n    return substring(length - n.coerceAtMost(length))\n}

* Returns a subsequence of this char sequence containing last characters that satisfy the given [predicate].\n*\n
CharSequence.takeLastWhile(predicate: (Char) -> Boolean): CharSequence {\n    for (index in lastIndex downTo 0) if (predicate(this[index])) \n        return subSequence(index + 1, length)\n    return subSequence(0, length)\n}

* Returns a string containing characters of the original string at specified range of [indices].\n*\n
CharSequence.takeLast(indices: Iterable<Int>): String {\n    require(indices.size > 0) { "Requested character count $n is less than zero." }\n    return subSequence(indices)\n}

* Returns a string containing characters of the original string at specified range of [indices].\n*\n
CharSequence.takeLast(indices: IntRange): CharSequence {\n    if (indices.isEmpty()) return ""\n    return subSequence(indices)\n}
containing last characters that satisfy the given [predicate].

```kotlin
public inline fun String.takeLastWhile(predicate: (Char) -> Boolean): String {
    for (index in lastIndex downTo 0) {
        if (!predicate(this[index])) {
            return substring(index + 1)
        }
    }
    return this
}
```

```kotlin
/**
 * Returns a subsequence of this char sequence containing the first characters that satisfy the given [predicate].
 * 
 * @sample samples.text.Strings.take
 */
public inline fun CharSequence.takeWhile(predicate: (Char) -> Boolean): CharSequence {
    for (index in 0 until length) {
        if (!predicate(get(index))) {
            return subSequence(0, index)
        }
    }
    return subSequence(0, length)
}
```

```kotlin
/**
 * Returns a string containing the first characters that satisfy the given [predicate].
 * 
 * @sample samples.text.Strings.take
 */
public inline fun String.takeWhile(predicate: (Char) -> Boolean): String {
    for (index in 0 until length) {
        if (!predicate(get(index))) {
            return substring(0, index)
        }
    }
    return this
}
```

```kotlin
/**
 * Returns a string sequence containing characters in reversed order.
 * 
 * @sample samples.text.Strings.reversed
 */
public fun CharSequence.reversed(): CharSequence {
    return StringBuilder(this).reverse()
}
```

```kotlin
/**
 * Returns a string with characters in reversed order.
 */
@kotlin.internal.InlineOnly
public inline fun String.reversed(): String {
    return (this as CharSequence).reversed().toString()
}
```

```kotlin
/**
 * Returns a [Map] containing key-value pairs provided by [transform] function applied to characters of the given char sequence.
 * 
 * If any of two pairs would have the same key the last one gets added to the map.
 * 
 * The returned map preserves the entry iteration order of the original char sequence.
 * 
 * @sample samples.text.Strings.associate
 */
public inline fun <K, V> CharSequence.associate(transform: (Char) -> Pair<K, V>): Map<K, V> {
    val capacity = mapCapacity(length).coerceAtLeast(16)
    return associateTo(LinkedHashMap<K, V>(capacity), transform)
}
```

```kotlin
/**
 * Returns a [Map] containing characters from the given char sequence indexed by the key returned from [keySelector] function applied to each character.
 * 
 * If any two characters would have the same key returned by [keySelector] the last one gets added to the map.
 * 
 * The returned map preserves the entry iteration order of the original char sequence.
 * 
 * @sample samples.text.Strings.associateBy
 */
public inline fun <K> CharSequence.associateBy(keySelector: (Char) -> K): Map<K, Char> {
    val capacity = mapCapacity(length).coerceAtLeast(16)
    return associateByTo(LinkedHashMap<K, Char>(capacity), keySelector)
}
```

```kotlin
/**
 * Returns a [Map] containing the values provided by [valueTransform] function applied to characters of the given char sequence.
 * 
 * If any two characters would have the same key returned by [keySelector] the last one gets added to the map.
 * 
 * The returned map preserves the entry iteration order of the original char sequence.
 * 
 * @sample samples.text.Strings.associateByTo
 */
public inline fun <K, V> CharSequence.associateByTo(destination: MutableMap<K, V>, keySelector: (Char) -> K, valueTransform: (Char) -> V): Map<K, V> {
    for (element in this) {
        destination.put(keySelector(element), valueTransform(element))
    }
    return destination
}
```

```kotlin
/**
 * Returns a [Map] where keys are characters from the given char sequence and values are produced by the [valueSelector] function applied to each character.
 * 
 * If any of two pairs would have the same key the last one gets added to the map.
 * 
 * The returned map preserves the entry iteration order of the original char sequence.
 * 
 * @sample samples.text.Strings.associateTo
 */
public inline fun <K, V> CharSequence.associateTo(destination: MutableMap<K, V>, transform: (Char) -> Pair<K, V>): Map<K, V> {
    for (element in this) {
        destination += transform(element)
    }
    return destination
}
```
last one gets added to the map. The returned map preserves the entry iteration order of the original char sequence.

@sample text.Strings.associateWith

CharSequence.associateWith(valueSelector: (Char) -> V): Map<Char, V> { val result = LinkedHashMap<Char, V>(mapCapacity(length).coerceAtLeast(16)).return associateWithTo(result, valueSelector).val

Populates and returns the [destination] mutable map with key-value pairs for each character of the given char sequence, where key is the character itself and value is provided by the [valueSelector] function applied to that character. If any two characters are equal, the last one overwrites the former value in the map.

CharSequence.associateWithTo(destination: M, valueSelector: (Char) -> V): M { for (element in this) { destination.put(element, valueSelector(element)).return destination.map

The returned map preserves the entry iteration order of the original char sequence.

CharSequence.toCollection(destination: C): C { for (item in this) { destination.add(item).return destination.map

Returns a [HashSet] of all characters.

CharSequence.toHashSet(): HashSet<Char> { return toCollection(HashSet<Char>(mapCapacity(length))).map

Groups characters of the original char sequence by the key returned by the given [keySelector] function and returns a map where each key group is associated with a list of corresponding characters.

CharSequence.groupBy(keySelector: (Char) -> K): Map<K, List<Char>> { return groupByTo(LinkedHashMap<K, MutableList<Char>>(), keySelector).map

Groups characters of the original char sequence by the key returned by the given [keySelector] function and applies the [transform] function to each character of the original char sequence. The returned map preserves the entry iteration order of the keys produced from the original char sequence.

CharSequence.flatMap(transform: (Char) -> Iterable<R>): List<R> { return flatMapTo(ArrayList<R>(), transform).map

Appends all elements yielded from results of [transform] function being invoked on each character of original char sequence.

CharSequence.groupByTo(destination: M, keySelector: (Char) -> K): M { for (element in this) { destination.getOrPut(key) { ArrayList<Char>() }.add(element).return destination.map

Groups characters of the original char sequence by the key returned by the given [keySelector] function and puts to the [destination] map each group key associated with a list of corresponding characters.

CharSequence.flatMapTo(destination: C, transform: (Char) -> Iterable<R>): C { for (element in this) { destination.addAll(transform(element)).return destination.map

Appends all elements yielded from results of [transform] function being invoked on each character of original char sequence, to the given [destination].

CharSequence.flatMapTo(destination: C, transform: (Char) -> Iterable<R>): C { for (element in this) { destination.addAll(transform(element)).return destination.map

Groups characters of the original char sequence by the key returned by the given [keySelector] function and applies the [valueTransform] function to each character of the original char sequence. The returned map preserves the entry iteration order of the keys produced from the original char sequence.

CharSequence.groupByTo(destination: M, keySelector: (Char) -> K): M { for (element in this) { destination.getOrPut(key) { ArrayList<Char>() }.add(element).return destination.map

Groups characters of the original char sequence by the key returned by the given [keySelector] function and applies the [valueTransform] function to each character of the original char sequence. The returned map preserves the entry iteration order of the keys produced from the original char sequence.

CharSequence.groupByTo(destination: M, keySelector: (Char) -> K): M { for (element in this) { destination.getOrPut(key) { ArrayList<Char>() }.add(element).return destination.map

Groups characters of the original char sequence by the key returned by the given [keySelector] function and applies the [valueTransform] function to each character of the original char sequence. The returned map preserves the entry iteration order of the keys produced from the original char sequence.

CharSequence.flatMapTo(destination: C, transform: (Char) -> Iterable<R>): C { for (element in this) { destination.addAll(transform(element)).return destination.map

Appends all elements yielded from results of [transform] function being invoked on each character of original char sequence, to the given [destination].

CharSequence.flatMapTo(destination: C, transform: (Char) -> Iterable<R>): C { for (element in this) { destination.addAll(transform(element)).return destination.map

Groups characters of the original char sequence by the key returned by the given [keySelector] function and puts to the [destination] map each group key associated with a list of corresponding characters.

CharSequence.flatMapTo(destination: C, transform: (Char) -> Iterable<R>): C { for (element in this) { destination.addAll(transform(element)).return destination.map

Groups characters of the original char sequence by the key returned by the given [keySelector] function and applies the [valueTransform] function to each character of the original char sequence. The returned map preserves the entry iteration order of the keys produced from the original char sequence.

CharSequence.flatMapTo(destination: C, transform: (Char) -> Iterable<R>): C { for (element in this) { destination.addAll(transform(element)).return destination.map

Groups characters of the original char sequence by the key returned by the given [keySelector] function and applies the [valueTransform] function to each character of the original char sequence. The returned map preserves the entry iteration order of the keys produced from the original char sequence.
each group key associated with a list of corresponding values.

```kotlin
@sample samples.collections.Collections.Transformations.groupByKeysAndValues
*/
public inline fun <K, V, M : MutableMap<in K, MutableList<V>>> CharSequence.groupByTo(destination: M, keySelector: (Char) -> K, valueTransform: (Char) -> V): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) { ArrayList<V>() } as MutableList<V>
        list.add(valueTransform(element))
    }
    return destination
}
```

```kotlin
/**
 * Creates a [Grouping] source from a char sequence to be used later with one of group-and-
 * fold operations
 * @param [transform] function that takes the index of a character and the character itself
 * and returns the result of applying the given [transform] function to each character in the original char sequence.
 * @return The [destination] map.
 * @return The [destination] map.
 * @return The [destination] map.
 */
public inline fun <K, V, M : MutableMap<in K, MutableList<V>>> CharSequence.groupByTo(destination: M, keySelector: (Char) -> K, valueTransform: (Char) -> V): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) { ArrayList<V>() }
        list.add(valueTransform(element))
    }
    return destination
}
```

```kotlin
/**
 * Creates a [Grouping] source from a char sequence to be used later with one of group-and-
 * fold operations
 * @param [transform] function that takes the index of a character and the character itself
 * and returns the result of applying the given [transform] function to each character in the original char sequence.
 * @return The [destination] map.
 * @return The [destination] map.
 * @return The [destination] map.
 */
public inline fun <K, V, M : MutableMap<in K, MutableList<V>>> CharSequence.groupByTo(destination: M, keySelector: (Char) -> K, valueTransform: (Char) -> V): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) { ArrayList<V>() }
        list.add(valueTransform(element))
    }
    return destination
}
```

```kotlin
/**
 * Creates a [Grouping] source from a char sequence to be used later with one of group-and-
 * fold operations
 * @param [transform] function that takes the index of a character and the character itself
 * and returns the result of applying the given [transform] function to each character in the original char sequence.
 * @return The [destination] map.
 * @return The [destination] map.
 * @return The [destination] map.
 */
public inline fun <K, V, M : MutableMap<in K, MutableList<V>>> CharSequence.groupByTo(destination: M, keySelector: (Char) -> K, valueTransform: (Char) -> V): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) { ArrayList<V>() }
        list.add(valueTransform(element))
    }
    return destination
}
```
Boolean (\n for (element in this) if (!predicate(element)) return false\n return true\n * @sample
 samples.collections.Collections.Aggregates.any\n */

public fun CharSequence.any(): Boolean {\n return !isEmpty() \n * Returns `true` if at least one character matches the given [predicate].\n * @sample
 samples.collections.Collections.Aggregates.anyWithPredicate\n * @sample
 (Char) -> Boolean): Boolean {\n for (element in this) if (predicate(element)) return true\n return false\n * Returns the length of this char sequence.\n */\n
public fun CharSequence.any(): Boolean {\n return !isEmpty() \n * Returns `true` if at least one character matches the given [predicate].\n * @sample
 samples.collections.Collections.Aggregates.any\n */

public fun CharSequence.count(): Int {\n var count = 0\n for (element in this) if (predicate(element)) ++count\n return count\n * Accumulates value starting with [initial] value and applying [operation] from left to right to current accumulator value and each character.\n */\n
public inline fun CharSequence.fold(initial: R, operation: (acc: R, Char) -> R): R {\n var accumulator = initial\n for (element in this) accumulator = operation(accumulator, element)\n return accumulator\n * Accumulates value starting with [initial] value and applying [operation] from left to right to current accumulator value and each character with its index in the original char sequence.\n * @param [operation] function that takes the index of a character, current accumulator value\n * and the character itself, and calculates the next accumulator value.\n */\n
public inline fun CharSequence.foldIndexed(initial: R, operation: (index: Int, acc: R, Char) -> R): R {\n var index = lastIndex\n var accumulator = initial\n while (index >= 0) {\n accumulator = operation(index, get(index --), accumulator)\n }\n return accumulator\n * Performs the given [action] on each character.\n */\n
public fun CharSequence.forEach(action: (Char) -> Unit): Unit {\n for (element in this) action(element)\n }

public inline fun CharSequence.forEachIndexed(action: (index: Int, Char) -> Unit): Unit {\n var index = 0\n for (item in this) action(index++, item)\n }

public fun CharSequence.max(): Char? {\n if (isEmpty()) return null\n var max = this[0]\n for (i in 1..lastIndex) {\n e = this[i]\n if (max > e) max = e\n }\n return max\n * Returns the first character yielding the largest value of the given function or `null` if there are no characters.\n */\n
public inline fun CharSequence.maxBy(selector: (Char) -> R): Char? {\n if (isEmpty()) return null\n var max = this[0]\n for (i in 1..lastIndex) {\n e = this[i]\n if (max < e) max = e\n }\n return max\n * Returns the first character yielding the largest value of the given function or `null` if there are no characters.\n */\n
public fun CharSequence.min(): Char? {\n if (isEmpty()) return null\n var min = this[0]\n for (i in 1..lastIndex) {\n e = this[i]\n if (min > e) min = e\n }\n return min\n * Returns the first character yielding the largest value according to the provided [comparator] or `null` if there are no characters.\n */\n
public fun CharSequence.maxWith(comparator: Comparator<in Char>): Char? {\n if (isEmpty()) return null\n var max = this[0]\n for (i in 1..lastIndex) {\n e = this[i]\n if (comparator.compare(max, e) < 0) max = e\n }\n return max\n * Returns the smallest character or `null` if there are no characters.\n */\n
public fun CharSequence.minWith(comparator: Comparator<Char>): Char? {\n if (isEmpty()) return null\n var min = this[0]\n for (i in 1..lastIndex) {\n e = this[i]\n if (min > e) min = e\n }\n return min\n * Returns the first character yielding the
smallest value of the given function or `null` if there are no characters.

```kotlin
public inline fun <R : Comparable<R>> CharSequence.minBy(selector: (Char) -> R): Char? {
    if (isEmpty()) return null
    var minElem = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return minElem
    var minVal = selector(minElem)
    for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (minVal > v) {
            minElem = e
            minVal = v
        }
    }
    return minElem
}
```

```kotlin
public fun CharSequence.minWith(comparator: Comparator<in Char>): Char? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(min, e) > 0) min = e
    }
    return min
}
```

```kotlin
public fun CharSequence.none(): Boolean {
    return isEmpty()
}
```

```kotlin
public inline fun CharSequence.none(predicate: (Char) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return false
    return true
}
```

```kotlin
public inline fun <S : CharSequence> S.onEach(action: (Char) -> Unit): S {
    return apply { for (element in this) action(element) }
}
```

```kotlin
public inline fun CharSequence.reduce(operation: (acc: Char, Char) -> Char): Char {
    if (isEmpty())
        throw UnsupportedOperationException("Empty char sequence can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}
```

```kotlin
public inline fun CharSequence.reduceIndexed(operation: (index: Int, acc: Char, Char) -> Char): Char {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty char sequence can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
        --index
    }
    return accumulator
}
```

```kotlin
public inline fun CharSequence.sumBy(selector: (Char) -> Int): Int {
    var sum: Int = 0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}
```

```kotlin
public inline fun CharSequence.sumByDouble(selector: (Char) -> Double): Double {
    var sum: Double = 0.0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}
```

```kotlin
public fun CharSequence.splitIntoChunks(size: Int): String[] {
    var parts: ArrayList<String> = ArrayList()
    var start = 0
    var end = size
    while (end <= this.length) {
        parts.add(this.substring(start, end))
        start = end
        end = end + size
    }
    return parts.toTypedArray()
}
```
public fun CharSequence.chunked(size: Int): List<String> {
    return windowed(size, size, partialWindows = true, transform = transform)
}

public fun <R> CharSequence.chunked(size: Int, transform: (CharSequence) -> R): List<R> {
    return windowed(size, size, partialWindows = true, transform = transform)
}

public fun CharSequence.chunkedSequence(size: Int): Sequence<String> {
    return chunkedSequence(size) { it.toString()
}

public fun <R> CharSequence.chunkedSequence(size: Int, transform: (CharSequence) -> R): Sequence<R> {
    return windowedSequence(size, size, partialWindows = true, transform = transform)
}

public inline fun CharSequence.partition(predicate: (Char) -> Boolean): Pair<CharSequence, CharSequence> {
    val first = StringBuilder()
    val second = StringBuilder()
    for (element in this) {
        if (predicate(element)) {
            first.append(element)
        } else {
            second.append(element)
        }
    }
    return Pair(first, second)
}

public inline fun String.partition(predicate: (Char) -> Boolean): Pair<String, String> {
    val first = StringBuilder()
    val second = StringBuilder()
    for (element in this) {
        if (predicate(element)) {
            first.append(element)
        } else {
            second.append(element)
        }
    }
    return Pair(first.toString(), second.toString())
}

public fun CharSequence.windowed(size: Int, step: Int = 1, partialWindows: Boolean = false): List<String> {
    return windowed(size, step, partialWindows) { it.toString() }
}

public fun <R> CharSequence.windowed(size: Int, step: Int = 1, partialWindows: Boolean = false, transform: (CharSequence) -> R): List<R> {
    return windowed(size, step, partialWindows) { transform(it) }
}

public fun CharSequence.windowed(size: Int, step: Int = 1, partialWindows: Boolean = false): List<String> {
    return windowed(size, step, partialWindows) { it.toString() }
}

public fun <R> CharSequence.windowed(size: Int, step: Int = 1, partialWindows: Boolean = false, transform: (CharSequence) -> R): List<R> {
    return windowed(size, step, partialWindows) { transform(it) }
}

public fun CharSequencepartition(predicate: (Char) -> Boolean): Pair<CharSequence, CharSequence> {
    val first = StringBuilder()
    val second = StringBuilder()
    for (element in this) {
        if (predicate(element)) {
            first.append(element)
        } else {
            second.append(element)
        }
    }
    return Pair(first, second)
}

public fun Stringpartition(predicate: (Char) -> Boolean): Pair<String, String> {
    val first = StringBuilder()
    val second = StringBuilder()
    for (element in this) {
        if (predicate(element)) {
            first.append(element)
        } else {
            second.append(element)
        }
    }
    return Pair(first.toString(), second.toString())
}

public fun <R> CharSequencepartition(predicate: (Char) -> R): Pair<CharSequence, List<R>> {
    val first = StringBuilder()
    val second = ArrayList<R>()
    for (element in this) {
        if (predicate(element)) {
            first.append(element)
            second.add(transform(element))
        } else {
            second.add(transform(element))
        }
    }
    return Pair(first, second)
}

public fun Stringpartition(predicate: (Char) -> R): Pair<String, List<R>> {
    val first = StringBuilder()
    val second = ArrayList<R>()
    for (element in this) {
        if (predicate(element)) {
            first.append(element)
            second.add(transform(element))
        } else {
            second.add(transform(element))
        }
    }
    return Pair(first.toString(), second)
}

public fun <R> CharSequencepartitionToSequence(predicate: (Char) -> R): Pair<CharSequence, Sequence<R>> {
    val first = StringBuilder()
    val second = Sequence<R>()
    for (element in this) {
        if (predicate(element)) {
            first.append(element)
            second.add(transform(element))
        } else {
            second.add(transform(element))
        }
    }
    return Pair(first, second)
}

public fun StringpartitionToSequence(predicate: (Char) -> R): Pair<String, Sequence<R>> {
    val first = StringBuilder()
    val second = Sequence<R>()
    for (element in this) {
        if (predicate(element)) {
            first.append(element)
            second.add(transform(element))
        } else {
            second.add(transform(element))
        }
    }
    return Pair(first.toString(), second)
}

fun CharSequencewindowed(size: Int, step: Int = 1, partialWindows: Boolean = false) {
    ...
way, unless you made a snapshot of it.

* Several last char sequences may have less characters than the given
  [size].
* Both [size] and [step] must be positive and can be greater than the number of elements in this char
  sequence. * @param size the number of elements to take in each window
* @param step the number of elements to move the window forward by on each step, by default 1
  * @param partial Windows controls whether or not to keep partial windows in the end if any.
  * by default 'false' which means partial windows won't be preserved
* @param partialWindows controls whether or not to keep partial windows in the end if any.
* by default 'false' which means partial windows won't be preserved
* @param samples.collections.Sequences.Transformations.averageWindows

* @SinceKotlin("1.2")
public fun <R> CharSequence.windowed(size: Int, step: Int = 1, partialWindows: Boolean = false, transform: (CharSequence) -> R): List<R> { val thisSize = this.length
  val resultCapacity = thisSize / step + if (thisSize % step == 0) 0 else 1
  val result = ArrayList<R>(resultCapacity)
  var index = 0
  while (index in 0 until thisSize)
    val end = index + size
    val coercedEnd = if (end < 0 || end > thisSize) { if (partialWindows) thisSize else break }
    else
      result.add(transform(subSequence(index, coercedEnd)))
      index += step
  return result
}

* @SinceKotlin("1.2")
public fun CharSequence.windowedSequence(size: Int, step: Int = 1, partialWindows: Boolean = false): Sequence<String> {
  return windowedSequence(size, step, partialWindows) { it.toString() }
}

* @SinceKotlin("1.2")
public fun <R> CharSequence.windowedSequence(size: Int, step: Int = 1, partialWindows: Boolean = false, transform: (CharSequence) -> R): Sequence<R> {
  checkWindowSizeStep(size, step)
  val windows = (if (partialWindows) indices else 0 until length - size + 1) step step
  return windows.asSequence().map { index ->
    val end = index + size
    val coercedEnd = if (end < 0 || end > length) length else end
    transform(subSequence(index, coercedEnd))
  }
}

* @sample samples.collections.Sequences.Transformations.takeWindows

* @SinceKotlin("1.2")
public fun CharSequence.zip(other: CharSequence): List<Pair<Char, Char>> {
  return zip(other) { a, b -> a to b }
}

* @sample samples.text.Strings.zipWithTransform

* @SinceKotlin("1.2")
public inline fun <V> CharSequence.zip(other: CharSequence, transform: (a: Char, b: Char) -> V): List<V> {
  val length = minOf(this.length, other.length)
  val list = ArrayList<V>(length)
  val increment = if (other.length < this.length) 0 else 1
  for (i in 0 until length)
    list.add(transform(this[i], other[i]))
  return list
}

* @sample samples.Collections.Transformations.zipWithNext

* @SinceKotlin("1.2")
public fun CharSequence.zipWithNext(): List<Pair<Char, Char>> {
  return zipWithNext { a, b -> a to b }
}

* @sample samples.text.Strings.zipWithNext
Returns a list containing the results of applying the given [transform] function to each pair of two adjacent characters in this char sequence. The returned list is empty if this char sequence contains less than two characters. 

* @since 1.2

public inline fun <R> CharSequence.zipWithNext(transform: (a: Char, b: Char) -> R): List<R> {
    val size = length - 1
    if (size < 1) return emptyList()
    val result = ArrayList<R>(size) for (index in 0 until size) {
        result.add(transform(this[index], this[index + 1]))
    }
    return result
}

public fun CharSequence.asIterable(): Iterable<Char> {
    if (this is String && isEmpty()) return emptyList()
    return Iterable { this.iterator() }
}

public fun CharSequence.asSequence(): Sequence<Char> {
    if (this is String && isEmpty()) return emptySequence()
    return Sequence { this.iterator() }
}

package kotlin.text

import kotlin.contracts.contract

public inline fun CharSequence.trim(predicate: (Char) -> Boolean): CharSequence {
    var startIndex = 0
    var endIndex = length - 1
    var startFound = false

    while (startIndex <= endIndex) {
        val index = if (!startFound) startIndex else endIndex
        val match = predicate(this[index])

        if (!startFound) {
            if (!match)
                startFound = true
            else
                startIndex += 1
        } else {
            if (!match)
                break
            else
                endIndex -= 1
        }
    }

    return subSequence(startIndex, endIndex + 1)
}

public inline fun String.trim(predicate: (Char) -> Boolean): String = (this as CharSequence).trim(predicate).toString()

public inline fun CharSequence.trimStart(vararg chars: Char): CharSequence {
    for (index in this.indices)
        if (!chars.contains(this[index]))
            return subSequence(index, length)

    return"
}

public inline fun String.trimStart(vararg chars: Char): String = trimStart { it in chars }

public inline fun CharSequence.trimEnd(vararg chars: Char): CharSequence {
    for (index in this.indices.reversed())
        if (!chars.contains(this[index]))
            return subSequence(0, index + 1)

    return"
}

public inline fun String.trimEnd(vararg chars: Char): String = trimEnd { it in chars }

public fun CharSequence.trim(): CharSequence = trim(Char::isWhitespace)

public inline fun String.trim(): String = (this as CharSequence).trim().toString()
removed.

```kotlin
public fun CharSequence.trimStart(): CharSequence = trimStart(Char::isWhitespace)/*@kotlin.internal.InlineOnly*/

/**
 * Returns a string having leading whitespace removed.
 */
public fun String.trimStart(): String = (this as CharSequence).trimStart().toString()/*@kotlin.internal.InlineOnly*/

/**
 * Returns a sub sequence of this char sequence having trailing whitespace removed.
 */
public fun CharSequence.trimEnd(): CharSequence = trimEnd(Char::isWhitespace)/*@kotlin.internal.InlineOnly*/

/**
 * Returns a string having trailing whitespace removed.
 */
public fun String.trimEnd(): String = (this as CharSequence).trimEnd().toString()/*@kotlin.internal.InlineOnly*/

/**
 * Returns a char sequence with content of this char sequence padded at the beginning to the specified [length] with the specified character or space.
 */
public fun CharSequence.padStart(length: Int, padChar: Char = ' '): CharSequence {
    if (length < 0)
        throw IllegalArgumentException("Desired length $length is less than zero.")
    if (length <= this.length)
        return this

    val sb = StringBuilder(length) for (i in 1..(length - this.length))
        sb.append(padChar)
    sb.append(this)
    return sb
}

/**
 * Pads the string to the specified [length] at the beginning with the specified character or space.
 */
public fun String.padStart(length: Int, padChar: Char = ' '): String = this.padStart(length, padChar).toString()/*@kotlin.internal.InlineOnly*/

/**
 * Returns `true` if this nullable char sequence is either `null` or empty.
 */
@kotlin.internal.InlineOnly
public inline fun CharSequence?.isNullOrEmpty(): Boolean {
    contract {
        returns(false) implies (this@isNullOrEmpty != null)
    }

    return this == null || this.length == 0
}

/**
 * Returns `true` if this char sequence is empty (contains no characters).
 */
@kotlin.internal.InlineOnly
public inline fun CharSequence.isEmpty(): Boolean = length > 0

/**
 * Returns `true` if this char sequence is not empty and contains some characters except of whitespace characters.
 */
@kotlin.internal.InlineOnly
public inline fun CharSequence.isNotBlank(): Boolean = !isBlank()/*@kotlin.internal.InlineOnly*/

/**
 * Returns `true` if this nullable char sequence is either `null` or empty or consists solely of whitespace characters.
 */
@kotlin.internal.InlineOnly
public inline fun CharSequence.isNullOrWhitespace(): Boolean {
    contract {
        returns(false) implies (this@isNullOrWhitespace != null)
    }

    return this == null || this.length == 0
}
```

---

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samples.text.Strings.stringIsNullOrBlank

@kotlin.internal.InlineOnly
public inline fun CharSequence?.isNullOrBlank(): Boolean {
    contract {
        returns(false) implies (this@isNullOrBlank != null)
    }

    return this == null || this.isBlank()
}

/**
 * Iterator for characters of the given char sequence.
 */
public operator fun CharSequence.iterator(): CharIterator = object : CharIterator() {
    private var index = 0

    public override fun nextChar(): Char = get(index++)

    public override fun hasNext(): Boolean = index < length
}

/**
 * Returns the string if it is not ‘null’, or the empty string otherwise.
 */
@kotlin.internal.InlineOnly
public inline fun String?.orEmpty(): String = this ?: ""

/**
 * Returns this char sequence if it is not empty or the result of calling
 * [defaultValue] function if the char sequence is empty.
 */
@kotlin.internal.InlineOnly
public inline fun <C, R> C.ifEmpty(defaultValue: () -> R): R where C : CharSequence, C : R =
    if (isEmpty()) defaultValue() else this

/**
 * Returns this char sequence if it is not empty and doesn't consist solely of whitespace characters,
 * or the result of calling [defaultValue] function otherwise.
 */
@kotlin.internal.InlineOnly
public inline fun String?.ifBlank(defaultValue: () -> R): R = this ?: defaultValue()

/**
 * Returns a substring specified by the given [range] of indices.
 */
public fun String.substring(range: IntRange): String = substring(range.start, range.endInclusive + 1)

/**
 * Returns a substring of chars from a range of this char sequence starting at the [startIndex] and ending right before the [endIndex].
 * If not specified, the length of the char sequence is used.
 */
@kotlin.internal.InlineOnly
@Suppress("EXTENSION_SHADOWED_BY_MEMBER") // false warning@Deprecation("Use parameters named startIndex and endIndex.", ReplaceWith("subSequence(startIndex = start, endIndex = end)"))
public inline fun String.substringAfter(delimiter: Char, missingDelimiterValue: String = this): String {
    val index = indexOf(delimiter)
    return if (index == -1) missingDelimiterValue else substring(index + 1, length)
}

/**
 * Returns a substring before the first occurrence of [delimiter].
 */
@kotlin.internal.InlineOnly
@Deprecated("Use parameters named startIndex and endIndex.", ReplaceWith("substringBefore(delimiter = delimiter, missingDelimiterValue = missingDelimiterValue)"))
public inline fun String.substringBefore(delimiter: String, missingDelimiterValue: String = this): String {
    val index = indexOf(delimiter)
    return if (index == -1) missingDelimiterValue else substring(0, index)
}

/**
 * Returns a substring of chars from a range of this char sequence starting at the [startIndex] and ending right before the [endIndex].
 * If not specified, the length of the char sequence is used.
 */
@kotlin.internal.InlineOnly
public inline fun String.substringBefore(delimiter: Char, missingDelimiterValue: String = this): String {
    val index = indexOf(delimiter)
    return if (index == -1) missingDelimiterValue else substring(0, index)
}

/**
 * Returns a substring after the first occurrence of [delimiter].
 */
@kotlin.internal.InlineOnly
public inline fun String.substringAfter(delimiter: Char, missingDelimiterValue: String = this): String {
    val index = indexOf(delimiter)
    return if (index == -1) missingDelimiterValue else substring(index + 1, length)
}

/**
 * Returns the range of valid character indices for this char sequence.
 */
public val CharSequence.indices: IntRange
    get() = 0..length - 1

/**
 * Returns the index of the last character in the char sequence or -1 if it is empty.
 */
public val CharSequence.lastIndex: Int
    get() = this.length - 1

/**
 * Returns `true` if this CharSequence has Unicode surrogate pair at the specified [index].
 */
public fun CharSequence.hasSurrogatePairAt(index: Int): Boolean {
    return index in 0..length - 2
            && this[index].isHighSurrogate()
            && this[index + 1].isLowSurrogate()
}

/**
 * Returns a substring of chars at indices from the specified [range] of this char sequence.
 */
public fun CharSequence.substring(range: IntRange): String = subSequence(range.start, range.endInclusive + 1).toString()
original string.

*\n
public fun String.substringAfter(delimiter: String, missingDelimiterValue: String = this):
String \n\nval index = indexOf(delimiter)\n\nreturn if (index == -1) missingDelimiterValue else substring(index + delimiter.length, length)\n\n* Returns a substring before the last occurrence of \[delimiter].\n* If the string does not contain the delimiter, returns \[missingDelimiterValue] which defaults to the original string.

*\n
public fun String.substringBeforeLast(delimiter: Char, missingDelimiterValue: String = this): String \n\nval index = lastIndexOf(delimiter)\n\nreturn if (index == -1) missingDelimiterValue else substring(0, index)\n\n* Returns a substring after the last occurrence of \[delimiter].\n* If the string does not contain the delimiter, returns \[missingDelimiterValue] which defaults to the original string.

*\n
public fun String.substringAfterLast(delimiter: Char, missingDelimiterValue: String = this): String \n\nval index = lastIndexOf(delimiter)\n\nreturn if (index == -1) missingDelimiterValue else substring(index + 1, length)\n\n* Returns a substring after the last occurrence of \[delimiter].\n* If the string does not contain the delimiter, returns \[missingDelimiterValue] which defaults to the original string.

*\n
/**
 * Returns a char sequence with content of this char sequence where its part at the given range is replaced with the [replacement] char sequence.
 * @param startThe index of the first character to be replaced.
 * @param endIndex the index of the first character after the replacement to keep in the string.
 * @param replacement the char sequence to replace the part of string at the given range.
 * @param missingDelimiterValue which defaults to the original string.
 * If the string does not contain the delimiter, returns \[missingDelimiterValue] which defaults to the original string.
 * @param RANGE is given as start_index, end_index + 1.
 */
public fun CharSequence.removeRange(startIndex: Int, endIndex: Int): CharSequence {
\nval sb = StringBuilder()\n\nsb.append(this, 0, startIndex)\n\nval sbRange = sb.toString()\n\nval sb2 = StringBuilder()\n\nsb2.append(sbRange, endIndex, length - endIndex)\n\nval sbRange = sb2.toString()\n\nreturn this.subSequence(0, length).toString()\n\n* \n
*\n
/**
 * Removes the part of string at the given range.
 * @param startIndex the index of the first character to be removed.
 * @param endIndex the index of the first character after the removed part to keep in the string.
 * @param missingDelimiterValue which defaults to the original string.
 * If the string does not contain the delimiter, returns \[missingDelimiterValue] which defaults to the original string.
 * @param RANGE is given as start_index, end_index + 1.
 */
@kotlin.internal.InlineOnly
public inline fun String.removeRange(range: IntRange, replacement: CharSequence): String =
\n(this as CharSequence).removeRange(range, replacement).toString()
in the removed part.

```kotlin
public fun CharSequence.removeRange(range: IntRange): CharSequence =
    removeRange(range.start, range.endInclusive + 1)

public fun CharSequence.removePrefix(prefix: CharSequence):
    return subSequence(prefix.length, length)

public fun CharSequence.removeSuffix(suffix: CharSequence):
    return subSequence(0, length - suffix.length)

public fun CharSequence.removeSurrounding(prefix: CharSequence,
    suffix: CharSequence):
    return subSequence(prefix.length, length - suffix.length)

public fun String.removeRange(range: IntRange): String =
    this as CharSequence.removeRange(range).toString

public fun String.removePrefix(prefix: CharSequence): String =
    removePrefix(prefix).toString

public fun String.removeSuffix(suffix: CharSequence): String =
    removeSuffix(suffix)

public fun String.removeSurrounding(delimiter: CharSequence):
    removeSurrounding(delimiter, delimiter)

public fun String.replaceBefore(delimiter: Char,
    replacement: String, missingDelimiterValue: String = this): String {
    val index = indexOf(delimiter)
    return if (index == -1) missingDelimiterValue else
        replaceRange(0, index, replacement)
}

public fun String.replaceBefore(delimiter: String,
    replacement: String, missingDelimiterValue: String = this): String {
    val index = indexOf(delimiter)
    return if (index == -1) missingDelimiterValue else
        replaceRange(0, index, replacement)
}

public fun String.replaceAfter(delimiter: Char,
    replacement: String, missingDelimiterValue: String = this): String {
    val index = indexOf(delimiter)
    return if (index == -1) missingDelimiterValue else
        replaceRange(index + 1, length - index, replacement)
}

public fun String.replaceAfter(delimiter: String,
    replacement: String, missingDelimiterValue: String = this): String {
    val index = indexOf(delimiter)
    return if (index == -1) missingDelimiterValue else
        replaceRange(index + 1, length, replacement)
}
```
replacement: String, missingDelimiterValue: String = this): String {
    val index = indexOf(delimiter)
    return if (index == -1) missingDelimiterValue else replaceRange(index + delimiter.length, length, replacement)
}

/**
 * Replace part of string after the last occurrence of given delimiter with the [replacement] string.
 * If the string does not contain the delimiter, returns [missingDelimiterValue] which defaults to the original string.
 */
public fun String.replaceAfterLast(delimiter: String, replacement: String, missingDelimiterValue: String = this): String {
    val index = lastIndexOf(delimiter)
    return if (index == -1) missingDelimiterValue else replaceRange(index + delimiter.length, length, replacement)
}

/**
 * Replace part of string after the last occurrence of given delimiter with the [replacement] string.
 * If the string does not contain the delimiter, returns [missingDelimiterValue] which defaults to the original string.
 */
public fun String.replaceAfterLast(delimiter: Char, replacement: String, missingDelimiterValue: String = this): String {
    val index = lastIndexOf(delimiter)
    return if (index == -1) missingDelimiterValue else replaceRange(index + 1, length, replacement)
}

/**
 * Replace part of string before the last occurrence of given delimiter with the [replacement] string.
 * If the string does not contain the delimiter, returns [missingDelimiterValue] which defaults to the original string.
 */
public fun String.replaceBeforeLast(delimiter: Char, replacement: String, missingDelimiterValue: String = this): String {
    val index = lastIndexOf(delimiter)
    return if (index == -1) missingDelimiterValue else replaceRange(0, index, replacement)
}

/**
 * Replace part of string before the last occurrence of given delimiter with the [replacement] string.
 * If the string does not contain the delimiter, returns [missingDelimiterValue] which defaults to the original string.
 */
public fun String.replaceBeforeLast(delimiter: String, replacement: String, missingDelimiterValue: String = this): String {
    val index = lastIndexOf(delimiter)
    return if (index == -1) missingDelimiterValue else replaceRange(0, index, replacement)
}

/**
 * Returns a new string obtained by replacing each substring of this char sequence that matches the given regular expression
 * with the given [replacement].
 * The [replacement] can consist of any combination of literal text and $-substitutions. To treat the replacement string
 */
@kotlin.internal.InlineOnly
public inline fun CharSequence.replace(regex: Regex, replacement: String): String = regex.replace(this, replacement)

/**
 * Returns a new string obtained by replacing each substring of this char sequence that matches the given regular expression
 * with the result of the given function [transform] that takes a [MatchResult] and returns a string to be used as
 * a replacement for that match.
 */
@kotlin.internal.InlineOnly
public inline fun CharSequence.replace(regex: Regex, noinline transform: (MatchResult) -> CharSequence): String =
    regex.replace(this, transform)

/**
 * Replaces the first occurrence of the given regular expression [regex] in this char sequence with specified [replacement] expression.
 * @param replacement A replacement expression that can include substitutions. See [Regex.replaceFirst] for details.
 */
@kotlin.internal.InlineOnly
public inline fun CharSequence.replaceFirst(regex: Regex, replacement: String): String = regex.replaceFirst(this, replacement)

/**
 * Returns `true` if this char sequence matches the given regular expression.
 */
@kotlin.internal.InlineOnly
infix fun CharSequence.matches(regex: Regex): Boolean = regex.matches(this)

/**
 * Implementation of [regionMatches] for CharSequences.
 * Invoked when it's already known that arguments are not Strings, so that no additional type checks are performed.
 */
internal fun CharSequence.regionMatchesImpl(thisOffset: Int, other: CharSequence, otherOffset: Int, length: Int, ignoreCase: Boolean = false): Boolean {
    if ((otherOffset < 0) || (thisOffset < 0) || (thisOffset > this.length - length) ||
    (otherOffset > other.length - length)) { return false }
    var index = 0
    while (index < length) {
        if (!this[thisOffset + index].equals(other[otherOffset + index], ignoreCase)) { return false }
        index++
    }
    return true
}

/**
 * Returns `true` if this char sequence starts with the specified character.
 */
@kotlin.internal.InlineOnly
public fun CharSequence.startsWith(char: Char, ignoreCase: Boolean = false): Boolean =
    this.length > 0 && this[0].equals(char, ignoreCase)

/**
 * Returns `true` if this char sequence ends with the specified character.
 */
@kotlin.internal.InlineOnly
public fun CharSequence.endsWith(char: Char, ignoreCase: Boolean = false): Boolean =
    this.length > 0 && this[this.length - 1].equals(char, ignoreCase)
if (!ignoreCase && this is String && prefix is String)
    return this.startsWith(prefix)
else
    return regionMatchesImpl(0, prefix, 0, prefix.length, ignoreCase)

/**
 * Returns `true` if a substring of this char sequence starting at the specified offset [startIndex] starts with the specified prefix.
 * *
 * @param ignoreCase `true` to ignore character case when matching a character. By default `false`.
 * @see CharSequence.regionMatches
 */
public fun CharSequence.startsWith(prefix: CharSequence, startIndex: Int, ignoreCase: Boolean = false): Boolean {
    if (!ignoreCase && this is String && prefix is String)
        return this.startsWith(prefix, startIndex)
    else
        return regionMatchesImpl(startIndex, prefix, 0, prefix.length, ignoreCase)
}

/**
 * Returns `true` if this char sequence ends with the specified suffix.
 * *
 * @param ignoreCase `true` to ignore character case when matching a character. By default `false`.
 * @see CharSequence.regionMatches
 */
public fun CharSequence.endsWith(suffix: CharSequence, ignoreCase: Boolean = false): Boolean {
    if (!ignoreCase && this is String && suffix is String)
        return this.endsWith(suffix)
    else
        return regionMatchesImpl(length - suffix.length, suffix, 0, suffix.length, ignoreCase)
}

/**
 * Returns the longest string `prefix` such that this char sequence and [other] char sequence both start with this prefix, not splitting surrogate pairs.
 * *
 * @param ignoreCase `true` to ignore character case when matching a character. By default `false`.
 * @see CharSequence.regionMatches
 */
public fun CharSequence.commonPrefixWith(other: CharSequence, ignoreCase: Boolean = false): String {
    val shortestLength = minOf(this.length, other.length)
    var i = 0
    while (i < shortestLength && this[i].equals(other[i], ignoreCase)) {
        i++
    }
    if (this.hasSurrogatePairAt(i - 1) || other.hasSurrogatePairAt(i - 1)) {
        i--
    }
    return subSequence(0, i).toString()
}

/**
 * Returns the longest string `suffix` such that this char sequence and [other] char sequence both end with this suffix, not splitting surrogate pairs.
 * *
 * @param ignoreCase `true` to ignore character case when matching a character. By default `false`.
 * @see CharSequence.regionMatches
 */
public fun CharSequence.commonSuffixWith(other: CharSequence, ignoreCase: Boolean = false): String {
    val thisLength = this.length
    val otherLength = other.length
    val shortestLength = minOf(thisLength, otherLength)
    var i = 0
    while (i < shortestLength && this[thisLength - i - 1].equals(other[otherLength - i - 1], ignoreCase)) {
        i++
    }
    if (this.hasSurrogatePairAt(thisLength - i - 1) || other.hasSurrogatePairAt(otherLength - i - 1)) {
        i--
    }
    return subSequence(thisLength - i, thisLength).toString()
}

/**
 * Finds the index of the first occurrence of any of the specified [chars] in this char sequence, starting from the specified [startIndex] and optionally ignoring the case.
 * *
 * @param ignoreCase `true` to ignore character case when matching a character. By default `false`.
 * @see CharSequence.indexOf
 */
public fun CharSequence.indexOfAny(chars: CharArray, startIndex: Int = 0, ignoreCase: Boolean = false): Int {
    if (!ignoreCase && chars.size == 1 && this is String) {
        return nativeIndexOf(chars.single(), startIndex)
    }
    for (index in startIndex.coerceAtLeast(0)..lastIndex) {
        val charAtIndex = get(index)
        if (chars.any { it.equals(charAtIndex, ignoreCase) })
            return index
    }
    return -1
}

/**
 * Finds the index of the last occurrence of any of the specified [chars] in this char sequence, starting from the specified [startIndex] and optionally ignoring the case.
 * *
 * @param ignoreCase `true` to ignore character case when matching a character. By default `false`.
 * @see CharSequence.lastIndexOf
 */
public fun CharSequence.lastIndexOfAny(chars: CharArray, startIndex: Int = lastIndex, ignoreCase: Boolean = false): Int {
    if (!ignoreCase && chars.size == 1 && this is String) {
        return nativeLastIndexOf(chars.single(), startIndex)
    }
    for (index in startIndex.coerceAtMost(lastIndex) downTo 0) {
        val charAtIndex = get(index)
        if (chars.any { it.equals(charAtIndex, ignoreCase) })
            return index
    }
    return -1
}

private fun CharSequence.indexOf(other: CharSequence, startIndex: Int, endIndex: Int, ignoreCase: Boolean, last: Boolean = false): Int {
    val indices = if (!last)
        startIndex.coerceAtLeast(0)..endIndex.coerceAtMost(length)
    else
        startIndex.coerceAtMost(lastIndex)
    for (index in indices) {
        if (other.regionMatches(0, this, index, other.length, ignoreCase))
            return index
    }
    return -1
}
```kotlin
private fun CharSequence.findAnyOf(strings: Collection<String>, startIndex: Int = 0, ignoreCase: Boolean = false): Int =
    findAnyOf(strings, startIndex, ignoreCase, last = false)

private fun findAnyOf(strings: Collection<String>, startIndex: Int = 0, ignoreCase: Boolean = false, last: Boolean = false): Int {
    return if (!ignoreCase) "fun CharSequence.findAnyOf(strings: Collection<String>, startIndexOf: Int, ignoreCase: Boolean) =
        if (ignoreCase & & strings.size == 1) {
            val string = strings.single()
            val index = if (!last) indexOf(string, startIndex) else startIndexOf(string, startIndex)
            return if (index < 0) -1 else index
        } else {
            findAnyOf(strings, startIndex, ignoreCase, last = false)
        }
    } else {
        strings.foldIndexed(0) { index, string, result ->
            if (ignoreCase) {
                val matchingString = string.regionMatchesImpl(0, startIndex, string.length, index)
                return index to matchingString
            } else {
                val matchingString = string.regionMatchesImpl(0, startIndex, string.length, index)
                return index to matchingString
            }
        }
    }
}

private fun findLastAnyOf(strings: Collection<String>, startIndex: Int = lastIndex, ignoreCase: Boolean = false): Int =
    findLastAnyOf(strings, startIndex, ignoreCase, last = true)

private fun findLastAnyOf(strings: Collection<String>, startIndex: Int = lastIndex, ignoreCase: Boolean = false, last: Boolean = true): Int {
    return if (!ignoreCase) "fun CharSequence.findLastAnyOf(strings: Collection<String>, startIndexOf: Int, ignoreCase: Boolean) =
        if (ignoreCase & & strings.size == 1) {
            val string = strings.single()
            val index = if (!last) startIndexOf(string, startIndex) else startIndexOf(string, startIndex)
            return if (index < 0) -1 else index
        } else {
            findLastAnyOf(strings, startIndex, ignoreCase, last = false)
        }
    } else {
        strings.foldIndexed(lastIndex) { index, string, result ->
            if (ignoreCase) {
                val matchingString = string.regionMatchesImpl(0, startIndex, string.length, index)
                return index to matchingString
            } else {
                val matchingString = string.regionMatchesImpl(0, startIndex, string.length, index)
                return index to matchingString
            }
        }
    }
}
```

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>Returns the index within this char sequence of the first occurrence of the specified character, starting from the specified [startIndex]. * @param ignoreCase * `true` to ignore character case when matching a string. By default `false`. * @return An index of the first occurrence of [char] or -1 if none is found. * @public fun CharSequence.indexOf(string: String, startIndex: Int = 0, ignoreCase: Boolean = false): Int {
    return if (ignoreCase || this !is String)
        indexOf(string, startIndex, length, ignoreCase)
    else
        nativeIndexOf(string, startIndex)
}

* Returns the index within this char sequence of the last occurrence of the specified character, starting from the specified [startIndex]. * @param startIn...
to return.

```kotlin
@public fun CharSequence.split(vararg delimiters: Char, ignoreCase: Boolean = false, limit: Int = 0):
List<String> {
    if (delimiters.size == 1) {
        return split(delimiters[0].toString(), ignoreCase, limit)
    }

    return rangesDelimitedBy(delimiters, ignoreCase = ignoreCase, limit = limit).asIterable().map { substring(it) }
}

@public fun String.toString(): String {
    return this
}
```

```kotlin
@public fun String.toCharArray(): CharArray {
    return CharArray(length) { get(it) }
}
```

```kotlin
package kotlin.text

import kotlin.js.RegExp

/**
 * Converts the characters in the specified array to a string.
 */
@SinceKotlin("1.2")
public actual fun String(chars: CharArray): String {
    var result = ""
    for (char in chars) {
        result += char
    }
    return result
}

/**
 * Converts the characters from a portion of the specified array to a string.
 */
@SinceKotlin("1.2")
public actual fun String(chars: CharArray, offset: Int, length: Int):
String {
    if (offset < 0 || length < 0 || chars.size - offset < length)
        throw IndexOutOfBoundsException("size: ${chars.size}; offset: $offset; length: $length")
    var result = ""
    for (index in offset until offset + length) {
        result += chars[index]
    }
    return result
}

/**
 * Concatenates characters in this [CharArray] into a String.
 */
@SinceKotlin("1.3")
public actual fun CharArray.concatToString(): String {
    var result = ""
    for (char in this) {
        result += char
    }
    return result
}

/**
 * Concatenates characters in this [CharArray] or its subrange into a String.
 *
 * @param startIndex the beginning (inclusive) of the subrange of characters, 0 by default.
 * @param endIndex the end (exclusive) of the subrange of characters, size of this array by default.
 * @throws IndexOutOfBoundsException if either [startIndex] or [endIndex] are less than zero.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public actual fun CharArray.concatToString(startIndex: Int = 0, endIndex: Int = this.size): String {
    AbstractList.checkBoundsIndexes(startIndex, endIndex, this.size)
    var result = ""
    for (index in offset until offset + length) {
        result += this[index]
    }
    return result
}
```

```kotlin
@public fun String.contains(other: String): Boolean {
    return this.indexOf(other) != -1
}
```

```kotlin
@public fun String.isEmpty(): Boolean {
    return this == emptyString()
}
```

```kotlin
@public fun String.isEmptyOrWhitespaceOnly(): Boolean {
    return this == emptyString()
}
```

```kotlin
@public fun String.replace(oldValue: String, newValue: String): String {
    return this.replace(oldValue, newValue)
}
```

```kotlin
@public fun String.split(regex: RegExp): List<String> = regex.split(this, limit)
```

```kotlin
@public fun String.split(regex: String): List<String> = split(regex)
```

```kotlin
@public fun String.trim(): String {
    return this
}
```

```kotlin
@public fun String.trimEnd(): String {
    return this
}
```

```kotlin
@public fun String.trimStart(): String {
    return this
}
```

```kotlin
@public fun String.trimWhitespace(): String {
    return this
}
```

```kotlin
@public fun String.trimTrailingWhitespace(): String {
    return this
}
```

```kotlin
@public fun String.trimLeadingWhitespace(): String {
    return this
}
```

```kotlin
@public fun String.toCharArray(): CharArray {
    return return CharArray(length) { get(it) }
}
```
containing characters of this string or its substring.\n * @param startIndex the beginning (inclusive) of the substring, 0 by default.\n * @param endIndex the end (exclusive) of the substring, length of this string by default.\n * @throws IndexOutOfBoundsException if [startIndex] is less than zero or [endIndex] is greater than the length of this string.\n * @throws IllegallegalArgumentException if [startIndex] is greater than [endIndex].\n
\n
/**
 * Decodes a string from the bytes in UTF-8 encoding in this array.\n * @param startIndex the beginning (inclusive) of the substring, 0 by default.\n * @param endIndex the end (exclusive) of the substring, length of this string by default.\n * @throws IndexOutOfBoundsException if [startIndex] is less than zero or [endIndex] is greater than the length of this array.\n * @throws IllegalIllegalArgumentException if [startIndex] is greater than [endIndex].\n * @throws CharacterCodingException if this string contains malformed UTF-8 byte sequence and [throwOnInvalidSequence] is true.\n
*/
@SinceKotlin("1.3")
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
@ExperimentalStdlibApi
public actual fun String.decodeToString(): String {
    return decodeUtf8(this, 0, this.size, false)
}

/**
 * Decodes a string from the bytes in UTF-8 encoding in this array or its subrange.
 * @param startIndex the beginning (inclusive) of the subrange to decode, 0 by default.
 * @param endIndex the end (exclusive) of the subrange to decode, size of this array by default.
 * @param throwOnInvalidSequence specifies whether to throw an exception on malformed byte sequence or replace it by the replacement char `\uFFFD`.\n * @throws IndexOutOfBoundsException if [startIndex] is less than zero or [endIndex] is greater than the size of this array.\n * @throws IllegalIllegalArgumentException if [startIndex] is greater than [endIndex].\n * @throws CharacterCodingException if the byte array contains malformed UTF-8 byte sequence and [throwOnInvalidSequence] is true.\n
*/
@SinceKotlin("1.3")
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
@ExperimentalStdlibApi
public actual fun ByteArray.decodeToString(): String {
    return decodeUtf8(this, 0, size, false)
}

/**
 * Encodes this string to an array of bytes in UTF-8 encoding.
 * Any malformed char sequence is replaced by the replacement byte sequence.\n
*/
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public actual fun String.encodeToByteArray(): ByteArray {
    return encodeUtf8(this, 0, length, false)
}

/**
 * Encodes this string or its substring to an array of bytes in UTF-8 encoding.
 * @param startIndex the beginning (inclusive) of the substring to encode, 0 by default.
 * @param endIndex the end (exclusive) of the substring to encode, length of this string by default.\n * @param throwOnInvalidSequence specifies whether to throw an exception on malformed char sequence or replace.\n * @throws IndexOutOfBoundsException if [startIndex] is less than zero or [endIndex] is greater than the length of this string.\n * @throws IllegalIllegalArgumentException if [startIndex] is greater than [endIndex].\n * @throws CharacterCodingException if this string contains malformed char sequence and [throwOnInvalidSequence] is true.\n
*/
@SinceKotlin("1.3")
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
@ExperimentalStdlibApi
public actual fun String.encodeToByteArray(
    startIndex: Int = 0,
    endIndex: Int = this.length,
    throwOnInvalidSequence: Boolean = false
): ByteArray {
    return encodeUtf8(this, startIndex, endIndex, false)
}

/**
 * Returns a copy of this string converted to upper case using the rules of the default locale.\n * @sample samples.text.Strings.toUpperCase
 */
@kotlin.internal.InlineOnly
public actual inline fun String.toUpperCase(): String = asDynamic().toUpperCase()

/**
 * Returns a copy of this string converted to lower case using the rules of the default locale.\n * @sample samples.text.Strings.toLowerCase
 */
@kotlin.internal.InlineOnly
public actual inline fun String.toLowerCase(): String = asDynamic().toLowerCase()

@kotlin.internal.InlineOnly
internal actual inline fun String.nativeIndexOf(str: String, position: Int): Int = asDynamic().indexOf(str, position)

@kotlin.internal.InlineOnly
internal actual inline fun String.nativeLastIndexOf(str: String): Int = asDynamic().lastIndexOf(str)

@kotlin.internal.InlineOnly
internal inline fun String.nativeStartsWith(s: String, position: Int): Boolean = asDynamic().startsWith(s, position)

@kotlin.internal.InlineOnly
internal inline fun String.nativeEndsWith(s: String): Boolean = asDynamic().endsWith(s)

@kotlin.internal.InlineOnly
public actual inline fun String.substring(startIndex: Int): String =
asDynamic().substring(startIndex)

@kotlin.internal.InlineOnly
public actual inline fun String.substring(startIndex: Int, endIndex: Int): String = asDynamic().substring(startIndex, endIndex)

@kotlin.internal.InlineOnly
public inline fun String.concat(str: String): String = asDynamic().concat(str)

@kotlin.internal.InlineOnly
public inline fun String.match(regex: String): Array<String>? = asDynamic().match(regex)

//native public fun String.trim(): String
//TODO: String.replace to implement effective trimLeading and trimTrailing

@kotlin.internal.InlineOnly
internal inline fun String.nativeReplace(pattern: RegExp, replacement: String): String = asDynamic().replace(pattern, replacement)

@SinceKotlin("1.2")
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual fun String.compareTo(other: String, ignoreCase: Boolean = false): Int {
    if (ignoreCase) {
        val n1 = this.length
        val n2 = other.length
        val min = minOf(n1, n2)
        if (min == 0) return n1 - n2
        var start = 0
        while (true) {
            val end = minOf(start + 16, min)
            var s1 = this.substring(start, end)
            var s2 = other.substring(start, end)
            if (s1 != s2) {
                s1 = s1.toUpperCase()
                s2 = s2.toUpperCase()
                if (s1 != s2) {
                    s1 = s1.toLowerCase()
                    s2 = s2.toLowerCase()
                    if (s1 != s2) {
                        return s1.compareTo(s2)
                    }
                }
            }
            if (end == min) break
            start = end
        }
        return n1 - n2
    } else {
        return compareTo(other)
    }
}

@SinceKotlin("1.3")
public actual val String.Companion.CASE_INSENSITIVE_ORDER: Comparator<String> = STRING_CASE_INSENSITIVE_ORDER

// Auto-generated file. DO NOT EDIT!

package kotlin

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline class UByteArray
@Suppress("NON_PUBLIC_PRIMARY_CONSTRUCTOR_OF_INLINE_CLASS")
@PublishedApi
internal constructor(storage: ByteArray) : Collection<UByte> {
    @PublishedApi
    private class Iterator(storage: ByteArray) : UByteIterator() {
        private var index = 0
        override fun hasNext() = index < storage.size
        override fun nextUByte() = if (index < storage.size) storage[index++].toUByte() else throw NoSuchElementException(index.toString())
    }

    override fun contains(element: UByte): Boolean {
        // TODO: Eliminate this check after KT-30016 gets fixed.
        // Currently JS BE does not generate special bridge method for this method.
        if ((element as Any?) !is UByte)
            return false
        return storage.contains(element.toByte())
    }

    override fun containsAll(elements: Collection<UByte>): Boolean {
        return (elements as Collection<*>).all { it is UByte && storage.contains(it.toByte()) }
    }

    override fun isEmpty(): Boolean = this.storage.isEmpty()

    override fun iterator(): UByteIterator = Iterator(storage)

    operator fun get(index: Int): UByte = storage[index].toUByte()

    operator fun set(index: Int, value: UByte) {
        storage[index] = value.toByte()
    }

    override fun indexIn(values: Array<out UByte>): Int = index

    fun iterator(): Iterator = Iterator(storage)

    operator fun plus(other: UByteArray): UByteArray = this + other

    private operator fun plus(other: UByte): UByteArray = this + arrayOf(other)

    private fun plus(other: Collection<UByte>): UByteArray = this + UByteArray.from(collection)

    public override val size: Int get() = storage.size

    override fun equals(other: Any?): Boolean {
        return this.storage.equals(other as UByteArray)
    }

    override fun hashCode(): Int = this.storage.hashCode()

    override fun toString(): String = this.storage.toString()
public inline class UIntArray
@Suppress("NON_PUBLIC_PRIMARY_CONSTRUCTOR_OF INLINE_CLASS")
internal constructor(@PublishedApi internal val storage: IntArray) : Collection<UInt> {

    /** Creates a new array of the specified [size], with all elements initialized to zero. */
    public constructor(size: Int) : this(IntArray(size))

    /**
     * Returns the array element at the given [index]. This method can be called using the index operator. *
     * If the [index] is out of bounds of this array, throws an [IndexOutOfBoundsException] except in Kotlin/JS *
     * where the behavior is unspecified. *
     * public operator fun get(index: Int): UInt = storage[index].toUInt() */
    public operator fun get(index: Int): UInt = storage[index]

    /**
     * Sets the element at the given [index] to the value. *
     * If the [index] is out of bounds of this array, throws an [IndexOutOfBoundsException] except in Kotlin/JS *
     * where the behavior is unspecified. *
     * public operator fun set(index: Int, value: UInt) { storage[index] = value.toInt() */
    public operator fun set(index: Int, value: UInt) {
        storage[index] = value.toInt()
    }

    /** Returns the number of elements in the array. */
    public override val size: Int get() = storage.size

    /** Creates an iterator over the elements of the array. */
    public override operator fun iterator(): UIntIterator = Iterator(storage)

    private class Iterator(private val array: IntArray) : UIntIterator() {
        private var index = 0
        override fun hasNext() = index < array.size
        override fun nextUInt() = if (index < array.size) array[index++].toUInt() else throw NoSuchElementException(index.toString())
    }

    override fun contains(element: UInt): Boolean {
        // TODO: Eliminate this check after KT-30016 gets fixed.
        if ((element as Any?) !is UInt) return false
        return storage.contains(element.toInt())
    }

    override fun containsAll(elements: Collection<UInt>): Boolean {
        return (elements as Collection<*>).all { it is UInt && storage.contains(it.toInt()) }
    }

    override fun isEmpty(): Boolean = this.storage.size == 0
}

/**
 * Creates a new array of the specified [size], where each element is calculated by calling the specified
 * [init] function. *
 * The function [init] is called for each array element sequentially starting from the first one. *
 * It should return the value for an array element given an index.
 */
public inline fun UIntArray(size: Int, init: (Int) -> UInt): UIntArray {
    return UIntArray(IntArray(size) { index -> init(index).toInt() })
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline fun UByteArray(vararg elements: UByte): UByteArray = elements
/*
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 */

package kotlin

public inline class ULongArray
@Suppress("NON_PUBLIC_PRIMARY_CONSTRUCTOR_OF_INLINE_CLASS")
internal constructor(@PublishedApi internal val storage: LongArray) : Collection<ULong> {

    /** Creates a new array of the specified [size], with all elements initialized to zero. *
     * public constructor(size: Int) : this(LongArray(size)) */
    public constructor(size: Int) : this(LongArray(size))

    /**
     * Returns the array element at the given [index]. This method can be called using the index operator. *
     * If the [index] is out of bounds of this array, throws an [IndexOutOfBoundsException] except in Kotlin/JS *
     * where the behavior is unspecified. *
     * public operator fun get(index: Int): ULong = storage[index].toULong() */
    public operator fun get(index: Int): ULong = storage[index]

    /**
     * Sets the element at the given [index] to the value. *
     * If the [index] is out of bounds of this array, throws an [IndexOutOfBoundsException] except in Kotlin/JS *
     * where the behavior is unspecified. *
     * public operator fun set(index: Int, value: ULong) { storage[index] = value.toLong() */
    public operator fun set(index: Int, value: ULong) {
        storage[index] = value.toLong()
    }

    /** Returns the number of elements in the array. *
     * public override val size: Int get() = storage.size */
    public override val size: Int get() = storage.size

    /** Creates an iterator over the elements of the array. */
    public override operator fun iterator(): ULongIterator = Iterator(storage)

    private class Iterator(private val array: LongArray) : ULongIterator() {
        private var index = 0
        override fun hasNext() = index < array.size
        override fun nextULong() = if (index < array.size) array[index++].toULong() else throw NoSuchElementException(index.toString())
    }

    override fun contains(element: ULong): Boolean {
        // TODO: Eliminate this check after KT-30016 gets fixed.
        if ((element as Any?) !is ULong) return false
        return storage.contains(element.toInt())
    }

    override fun containsAll(elements: Collection<ULong>): Boolean {
        return (elements as Collection<*>).all { it is ULong && storage.contains(it.toInt()) }
    }

    override fun isEmpty(): Boolean = this.storage.size == 0
}

/**
 * Creates a new array of the specified [size], where each element is calculated by calling the specified
 * [init] function. *
 * The function [init] is called for each array element sequentially starting from the first one. *
 * It should return the value for an array element given an index.
 */
public inline fun ULongArray(size: Int, init: (Int) -> ULong): ULongArray {
    return ULongArray(LongArray(size) { index -> init(index).toInt() })
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline fun UShortArray(vararg elements: UShort): UShortArray = elements
/*
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 */

package kotlin

public inline class UShortArray
@Suppress("NON_PUBLIC_PRIMARY_CONSTRUCTOR_OF_INLINE_CLASS")
internal constructor(@PublishedApi internal val storage: UShortArray) : Collection<ushort> {

    /** Creates a new array of the specified [size], with all elements initialized to zero. *
     * public constructor(size: Int) : this(ushortArray(size)) */
    public constructor(size: Int) : this(ushortArray(size))

    /**
     * Returns the array element at the given [index]. This method can be called using the index operator. *
     * If the [index] is out of bounds of this array, throws an [IndexOutOfBoundsException] except in Kotlin/JS *
     * where the behavior is unspecified. *
     * public operator fun get(index: Int): UShort = storage[index].toUShort() */
    public operator fun get(index: Int): UShort = storage[index]

    /**
     * Sets the element at the given [index] to the value. *
     * If the [index] is out of bounds of this array, throws an [IndexOutOfBoundsException] except in Kotlin/JS *
     * where the behavior is unspecified. *
     * public operator fun set(index: Int, value: UShort) { storage[index] = value.toInt() */
    public operator fun set(index: Int, value: UShort) {
        storage[index] = value.toInt()
    }

    /** Returns the number of elements in the array. *
     * public override val size: Int get() = storage.size */
    public override val size: Int get() = storage.size

    /** Creates an iterator over the elements of the array. */
    public override operator fun iterator(): UShortIterator = Iterator(storage)

    private class Iterator(private val array: UShortArray) : UShortIterator() {
        private var index = 0
        override fun hasNext() = index < array.size
        override fun nextUShort() = if (index < array.size) array[index++].toUShort() else throw NoSuchElementException(index.toString())
    }

    override fun contains(element: UShort): Boolean {
        // TODO: Eliminate this check after KT-30016 gets fixed.
        if ((element as Any?) !is UShort) return false
        return storage.contains(element.toInt())
    }

    override fun containsAll(elements: Collection<ushort>): Boolean {
        return (elements as Collection<*>).all { it is UShort && storage.contains(it.toInt()) }
    }

    override fun isEmpty(): Boolean = this.storage.size == 0
}

/**
 * Creates a new array of the specified [size], where each element is calculated by calling the specified
 * [init] function. *
 * The function [init] is called for each array element sequentially starting from the first one. *
 * It should return the value for an array element given an index.
 */
public inline fun UShortArray(size: Int, init: (Int) -> UShort): UShortArray {
    return UShortArray(ushortArray(size) { index -> init(index).toInt() })
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline fun ushortArrayOf(vararg elements: ushort): ushortArrayOf = elements
/*
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 */

package kotlin

public inline class ushortArrayOf
@Suppress("NON_PUBLIC_PRIMARY_CONSTRUCTOR_OF_INLINE_CLASS")
internal constructor(@PublishedApi internal val storage: ushortArray) : Collection<ushort> {

    /** Creates a new array of the specified [size], with all elements initialized to zero. *
     * public constructor(size: Int) : this(ushortArray(size)) */
    public constructor(size: Int) : this(ushortArray(size))

    /**
     * Returns the array element at the given [index]. This method can be called using the index operator. *
     * If the [index] is out of bounds of this array, throws an [IndexOutOfBoundsException] except in Kotlin/JS *
     * where the behavior is unspecified. *
     * public operator fun get(index: Int): ushort = storage[index].toUShort() */
    public operator fun get(index: Int): ushort = storage[index]

    /**
     * Sets the element at the given [index] to the value. *
     * If the [index] is out of bounds of this array, throws an [IndexOutOfBoundsException] except in Kotlin/JS *
     * where the behavior is unspecified. *
     * public operator fun set(index: Int, value: ushort) { storage[index] = value.toInt() */
    public operator fun set(index: Int, value: ushort) {
        storage[index] = value.toInt()
    }

    /** Returns the number of elements in the array. *
     * public override val size: Int get() = storage.size */
    public override val size: Int get() = storage.size

    /** Creates an iterator over the elements of the array. */
    public override operator fun iterator(): UShortIterator = Iterator(storage)

    private class Iterator(private val array: ushortArray) : UShortIterator() {
        private var index = 0
        override fun hasNext() = index < array.size
        override fun nextUShort() = if (index < array.size) array[index++].toUShort() else throw NoSuchElementException(index.toString())
    }

    override fun contains(element: ushort): Boolean {
        // TODO: Eliminate this check after KT-30016 gets fixed.
        if ((element as Any?) !is ushort) return false
        return storage.contains(element.toInt())
    }

    override fun containsAll(elements: Collection<ushort>): Boolean {
        return (elements as Collection<*>).all { it is ushort && storage.contains(it.toInt()) }
    }

    override fun isEmpty(): Boolean = this.storage.size == 0
}
Iterator(storage))

    private class Iterator(private val array: LongArray) : ULongIterator() {
        private var index = 0
        override fun hasNext() = index < array.size
        override fun nextULong() = if (index < array.size)
            array[index++].toULong() else throw NoSuchElementException(index.toString())
    }

    override fun contains(element: ULong): Boolean {
        // TODO: Eliminate this check after KT-30016 gets fixed.
        // Currently JS BE does not generate special bridge method for this method.
        if ((element as Any?) !is ULong)
            throw false
        return storage.contains(element.toLong())
    }

    override fun containsAll(elements: Collection<ULong>): Boolean {
        // Currently JS BE does not generate special bridge method for this method.
        // TODO: Eliminate this check after KT-30016 gets fixed.
        // Currently JS BE does not generate special bridge method for this method.
        return All(elements: Collection<ULong>)
    }

    override fun isEmpty(): Boolean = this.storage.size == 0
}

/**
 * Creates a new array of the specified [size], where each element is calculated by calling the specified
 * [init] function.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray(size: Int, init: (Int) -> ULong): ULongArray {
    return ULongArray(LongArray(size) { index ->
        init(index).toLong()
    })
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ulongArrayOf(vararg elements: ULong): ULongArray = elements

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 * that can be found in the license/LICENSE.txt file.
 */
```kotlin
@kotlin.internal.InlineOnly
public inline operator fun minus(other: UByte): ULong = this.minus(other.toULong())
/** Subtracts the other value from this value. */
@kotlin.internal.InlineOnly
public inline operator fun minus(other: UShort): ULong = this.minus(other.toULong())
/** Subtracts the other value from this value. */
@kotlin.internal.InlineOnly
public inline operator fun minus(other: UInt): ULong = this.minus(other.toULong())
/** Subtracts the other value from this value. */
@kotlin.internal.InlineOnly
public inline operator fun minus(other: ULong): ULong = ULong(this.data.minus(other.data))
/** Subtracts the other value from this value. */
@kotlin.internal.InlineOnly
public inline operator fun minus(other: UByte): ULong = this.times(other.toULong())
/** Multiplies this value by the other value. */
@kotlin.internal.InlineOnly
public inline operator fun minus(other: UShort): ULong = this.times(other.toULong())
/** Multiplies this value by the other value. */
@kotlin.internal.InlineOnly
public inline operator fun minus(other: UInt): ULong = this.times(other.toULong())
/** Multiplies this value by the other value. */
@kotlin.internal.InlineOnly
public inline operator fun minus(other: ULong): ULong = ULong(this.data.minus(other.data))
/** Multiplies this value by the other value. */
@kotlin.internal.InlineOnly
public inline operator fun minus(other: UByte): ULong = this.times(other.toULong())
/** Multiplies this value by the other value. */
@kotlin.internal.InlineOnly
public inline operator fun minus(other: UShort): ULong = this.times(other.toULong())
/** Multiplies this value by the other value. */
@kotlin.internal.InlineOnly
public inline operator fun minus(other: UInt): ULong = this.times(other.toULong())
/** Multiplies this value by the other value. */
@kotlin.internal.InlineOnly
public inline operator fun minus(other: ULong): ULong = ULong(this.data.times(other.data))
/** Multiplies this value by the other value. */
@kotlin.internal.InlineOnly
public inline operator fun minus(other: UByte): ULong = this.div(other.toULong())
/** Divides this value by the other value. */
@kotlin.internal.InlineOnly
public inline operator fun minus(other: UShort): ULong = this.div(other.toULong())
/** Divides this value by the other value. */
@kotlin.internal.InlineOnly
public inline operator fun minus(other: UInt): ULong = this.div(other.toULong())
/** Divides this value by the other value. */
@kotlin.internal.InlineOnly
public inline operator fun minus(other: ULong): ULong = ulongDivide(this, other)
/** Calculates the remainder of dividing this value by the other value. */
@kotlin.internal.InlineOnly
public inline operator fun minus(other: UByte): ULong = this.rem(other.toULong())
/** Calculates the remainder of dividing this value by the other value. */
@kotlin.internal.InlineOnly
public inline operator fun minus(other: UShort): ULong = this.rem(other.toULong())
/** Calculates the remainder of dividing this value by the other value. */
@kotlin.internal.InlineOnly
public inline operator fun minus(other: UInt): ULong = this.rem(other.toULong())
/** Calculates the remainder of dividing this value by the other value. */
@kotlin.internal.InlineOnly
public inline operator fun minus(other: ULong): ULong = ulongRemainder(this, other)
/** Calculates the remainder of dividing this value by the other value. */
@kotlin.internal.InlineOnly
public inline operator fun inc(): ULong = ULong(data.inc())
/** Increments this value. */
@kotlin.internal.InlineOnly
public inline operator fun dec(): ULong = ULong(data.dec())
/** Decrements this value. */
@kotlin.internal.InlineOnly
public inline operator fun rangeTo(other: ULong): ULongRange = ULongRange(this, other)
/** Creates a range from this value to the specified [other] value. */
@kotlin.internal.InlineOnly
public inline operator fun shl(bitCount: Int): ULong = ULong(data shl bitCount)
/** Shifts this value left by the [bitCount] number of bits. */
@kotlin.internal.InlineOnly
public inline operator fun shr(bitCount: Int): ULong = ULong(data ushr bitCount)
/** Shifts this value right by the [bitCount] number of bits, filling the leftmost bits with zeros. */
@kotlin.internal.InlineOnly
public inline operator fun and(other: ULong): ULong = ULong(this.data and other.data)
/** Performs a bitwise AND operation between the two values. */
@kotlin.internal.InlineOnly
public inline operator fun or(other: ULong): ULong = ULong(data or other.data)
/** Performs a bitwise OR operation between the two values. */
@kotlin.internal.InlineOnly
public inline operator fun xor(other: ULong): ULong = ULong(data xor other.data)
/** Performs a bitwise XOR operation between the two values. */
@kotlin.internal.InlineOnly
public inline operator fun not(): ULong = ULong(data.inv())
/** Inverts the bits in this value. */
@kotlin.internal.InlineOnly
public inline operator fun toByte(): Byte = data.toByte()
/** Converts this [ULong] value to [Byte]. */
@kotlin.internal.InlineOnly
public inline operator fun toShort(): Short = data.toShort()
/** Converts this [ULong] value to [Short]. */
@kotlin.internal.InlineOnly
public inline operator fun toInt(): Int = data.toInt()
/** Converts this [ULong] value to [Int]. */
@kotlin.internal.InlineOnly
public inline operator fun toLong(): Long = data.toLong()
/** Converts this [ULong] value to [Long]. */
@kotlin.internal.InlineOnly
public inline operator fun toDouble(): Double = data.toDouble()
/** Converts this [ULong] value to [Double]. */
@kotlin.internal.InlineOnly
public inline operator fun toString(): String = data.toString()
/** Converts this [ULong] value to [String]. */
@kotlin.internal.InlineOnly
public inline operator fun toCharArray(): Array<Char> = data.toCharArray()
/** Converts this [ULong] value to [CharArray]. */
```
[ULong] value to [Int].
   *
   * If this value is less than or equals to [Int.MAX_VALUE], the resulting `Int`
   * value represents
   * the same numerical value as this `ULong`. *
   * The resulting `Int` value is represented by the least significant 32 bits of this `ULong` value. *
   * Note that the resulting `Int` value may be negative.
   *
   * @kotlin.internal.InlineOnly
   * public inline fun toInt(): Int = data.toInt() /*
   * Converts this [ULong] value to [Int].
   * */
   *
   * If this value is less than or equals to [Long.MAX_VALUE], the resulting `Long` value represents
   * the same numerical value as this `ULong`. Otherwise the result is negative.
   *
   * The resulting `Long` value has the same binary representation as this `ULong` value.
   *
   * This value is less than or equals to [UByte.MAX_VALUE], the resulting `UByte` value represents
   * the same numerical value as this `ULong`. *
   * The resulting `UByte` value is represented by the least significant 8 bits of this `ULong` value.
   *
   * If this value is less than or equals to [UInt.MAX_VALUE], the resulting `UInt` value represents
   * the same numerical value as this `ULong`. *
   * The resulting `UInt` value is the least significant 32 bits of this `ULong` value.
   *
   * @kotlin.internal.InlineOnly
   * public inline fun toULong(): ULong = this
   *
   * Returns this value.
   *
   * @kotlin.internal.InlineOnly
   * public override fun toString(): String = ulongToString(data)
   */

/**
 * Converts this [Byte] value to [ULong].
 *
 * If this value is positive, the resulting `ULong` value represents the same numerical value as this `Byte`.
 *
 * The least significant 8 bits of the resulting `ULong` value are the same as the bits of this `Byte` value.
 * whereas the most significant 56 bits are filled with the sign bit of this value.
 * @SinceKotlin("1.3")
 * @ExperimentalUnsignedTypes
 */
@kotlin.internal.InlineOnly
public inline fun Byte.toULong(): ULong = ULong(this.toLong())

/**
 * Converts this [Short] value to [ULong].
 *
 * If this value is positive, the resulting `ULong` value represents the same numerical value as this `Short`.
 * The least significant 16 bits of the resulting `ULong` value are the same as the bits of this `Short` value.
 * whereas the most significant 48 bits are filled with the sign bit of this value.
 * @SinceKotlin("1.3")
 */
@kotlin.internal.InlineOnly
public inline fun Short.toULong(): ULong = this.toLong()/*
 * Converts this [Int] value to [ULong].
 */

/**
 * Converts this [Long] value to [ULong].
 *
 * If this value is positive, the resulting `ULong` value represents the same numerical value as this `Long`.
 * The least significant 32 bits of the resulting `ULong` value are the same as the bits of this `Long` value.
 * whereas the most significant 48 bits are filled with the sign bit of this value.
 * @SinceKotlin("1.3")
 * @ExperimentalUnsignedTypes
 */
@kotlin.internal.InlineOnly
public inline fun Int.toULong(): ULong = this.toLong()/*
 * Converts this [Long] value to [ULong].
 */

/**
 * Converts this [Float] value to [ULong].
 *
 * The fractional part, if any, is rounded down towards zero.
 * Returns zero if this `Float` value is negative or NaN,
 * [ULong.MAX_VALUE] if it's bigger than `ULong.MAX_VALUE`.
 */
@kotlin.internal.InlineOnly
public inline fun Float.toULong(): ULong = this

/**
 * Converts this [Double] value to [ULong].
 *
 * The result of this conversion is a `ULong` value which is the closest
 * to the original `Double` value.
 * If the fractional part of this `Double` value is exactly halfway between two `ULong` values,
 * the `ULong` value that is closest to positive infinity is returned.
 * The result may be negative.
 * @SinceKotlin("1.3")
 * @ExperimentalUnsignedTypes
 */
@kotlin.internal.InlineOnly
public inline fun Double.toULong(): ULong = ulongToDouble(data)
*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun Float.toULong(): ULong = doubleToULong(this.toDouble())\n
*\@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun Double.toULong(): ULong = doubleToULong(this)\n
* Copyright 2010-2019 JetBrains s.r.o. and Kotlin Programming Language contributors.\n
Creates a new array of the specified [size], with all elements initialized to zero.\n
**\@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun\n
UShortArray\n@Suppress("NON_PUBLIC_PUBLIC_CONSTRUCTOR_OF_INLINE_CLASS")\n@PublishedApi\ninternal constructor(@PublishedApi internal val storage: ShortArray): Collection\n
\n/**\n * Creates a new array of the specified [size], where each element is calculated by calling the specified\n * [init] function.\n * Each element is calculated sequentially starting from the first one.\n */\n
@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun \n
UShortArray(size: Int, init: (Int) -> UShort): UShortArray {\n    return UShortArray(ShortArray(size) { index ->\n        init(index).toShort()\n    })\n}

@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun \n
UShortArray(vararg elements: UShort): UShortArray = elements\n

```kotlin
public expect fun UIntArray.elementAt(index: Int): UInt

public expect fun ULongArray.elementAt(index: Int): ULong

public expect fun UByteArray.elementAt(index: Int): UByte

public expect fun UShortArray.elementAt(index: Int): UShort

public expect fun UIntArray.elementAt4(index: Int): UInt

public expect fun ULongArray.elementAt4(index: Int): ULong

public expect fun UByteArray.elementAt4(index: Int): UByte

public expect fun UShortArray.elementAt4(index: Int): UShort
```

**Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this array.**

samples.collections.Collections.Elements;elementAtOrElse

*\@\SinceKotlin("1.3\")\@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun

UShortArray.elementAtOrElse(index: Int, defaultValue: (Int) -> UShort): UShort {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}

/**
 * Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this array.**

samples.collections.Collections.Elements;elementAtOrElse

*\@\SinceKotlin("1.3\")\@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun

ULongArray.elementAtOrElse(index: Int, defaultValue: (Int) -> ULong): ULong {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}

/**
 * Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this array.**

samples.collections.Collections.Elements;elementAtOrElse

*\@\SinceKotlin("1.3\")\@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun

UByteArray.elementAtOrElse(index: Int, defaultValue: (Int) -> UByte): UByte {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}

/**
 * Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this array.**

samples.collections.Collections.Elements;elementAtOrElse

*\@\SinceKotlin("1.3\")\@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun

UIntArray.elementAtOrNull(index: Int): UInt? {
    return this.getOrNull(index)
}

/**
 * Returns an element at the given [index] or `null` if the [index] is out of bounds of this array.**

samples.collections.Collections.Elements;elementAtOrNull

*\@\SinceKotlin("1.3\")\@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun

ULongArray.elementAtOrNull(index: Int): ULong? {
    return this.getOrNull(index)
}

/**
 * Returns an element at the given [index] or `null` if the [index] is out of bounds of this array.**

samples.collections.Collections.Elements;elementAtOrNull

*\@\SinceKotlin("1.3\")\@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun

UByteArray.elementAtOrNull(index: Int): UByte? {
    return this.getOrNull(index)
}

/**
 * Returns an element at the given [index] or `null` if the [index] is out of bounds of this array.**

samples.collections.Collections.Elements;elementAtOrNull

*\@\SinceKotlin("1.3\")\@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun

UShortArray.elementAtOrNull(index: Int): UShort? {
    return this.getOrNull(index)
}

/**
 * Returns the first element matching the given [predicate], or `null` if no such element was found.**

samples.collections.Collections.Elements;elementFind

*\@\SinceKotlin("1.3\")\@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun

UIntArray.find(predicate: (UInt) -> Boolean): UInt? {
    return firstOrNull(predicate)
}

/**
 * Returns the first element matching the given [predicate], or `null` if no such element was found.**

samples.collections.Collections.Elements;elementFind

*\@\SinceKotlin("1.3\")\@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun

ULongArray.find(predicate: (ULong) -> Boolean): ULong? {
    return firstOrNull(predicate)
}

/**
 * Returns the first element matching the given [predicate], or `null` if no such element was found.**

samples.collections.Collections.Elements;elementFind

*\@\SinceKotlin("1.3\")\@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun

UByteArray.find(predicate: (UByte) -> Boolean): UByte? {
    return firstOrNull(predicate)
}

/**
 * Returns the first element matching the given [predicate], or `null` if no such element was found.**

samples.collections.Collections.Elements;elementFind

*\@\SinceKotlin("1.3\")\@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun

UShortArray.find(predicate: (UShort) -> Boolean): UShort? {
    return firstOrNull(predicate)
}
UShortArray.find(predicate: (UShort) -> Boolean): UShort? {
    return firstOrNull(predicate)
} * Returns the last element matching the given [predicate], or `null` if no such element was found.

*@SinceKotlin("1.3")*@@ExperimentalUnsignedTypes*public inline fun

ULongArray.findLast(predicate: (ULong) -> Boolean): ULong? {
    return lastOrNull(predicate)
} * Returns the last element matching the given [predicate], or `null` if no such element was found.

*@SinceKotlin("1.3")*@@ExperimentalUnsignedTypes*public inline fun

UByteArray.findLast(predicate: (UByte) -> Boolean): UByte? {
    return lastOrNull(predicate)
} * Returns the last element matching the given [predicate], or `null` if no such element was found.

*@SinceKotlin("1.3")*@@ExperimentalUnsignedTypes*public inline fun

UShortArray.findLast(predicate: (UShort) -> Boolean): UShort? {
    return lastOrNull(predicate)
} * Returns the last element matching the given [predicate], or `null` if no such element was found.

/**
 * Returns first element.
 * @throws [NoSuchElementException] if the array is empty.

*@SinceKotlin("1.3")*@@ExperimentalUnsignedTypes*public inline fun

UIntArray.first(): UInt {
    return storage.first().toUInt()
} * Returns first element.

*@SinceKotlin("1.3")*@@ExperimentalUnsignedTypes*public inline fun

ULongArray.first(): ULong {
    return storage.first().toULong()
} * Returns first element.

*@SinceKotlin("1.3")*@@ExperimentalUnsignedTypes*public inline fun

UByteArray.first(): UByte {
    return storage.first().toUByte()
} * Returns first element.

*@SinceKotlin("1.3")*@@ExperimentalUnsignedTypes*public inline fun

UShortArray.first(): UShort {
    return storage.first().toUShort()
} * Returns first element.

/**
 * Returns the first element matching the given [predicate].
 * @throws [NoSuchElementException] if no such element is found.

*@SinceKotlin("1.3")*@@ExperimentalUnsignedTypes*public inline fun

UIntArray.first(predicate: (UInt) -> Boolean): UInt {
    for (element in this) if (predicate(element)) return element
    throw NoSuchElementException("Array contains no element matching the predicate.")
} * Returns the first element matching the given [predicate].

*@SinceKotlin("1.3")*@@ExperimentalUnsignedTypes*public inline fun

ULongArray.first(predicate: (ULong) -> Boolean): ULong {
    for (element in this) if (predicate(element)) return element
    throw NoSuchElementException("Array contains no element matching the predicate.")
} * Returns the first element matching the given [predicate].

*@SinceKotlin("1.3")*@@ExperimentalUnsignedTypes*public inline fun

UByteArray.first(predicate: (UByte) -> Boolean): UByte {
    for (element in this) if (predicate(element)) return element
    throw NoSuchElementException("Array contains no element matching the predicate.")
} * Returns the first element matching the given [predicate].

*@SinceKotlin("1.3")*@@ExperimentalUnsignedTypes*public inline fun

UShortArray.first(predicate: (UShort) -> Boolean): UShort {
    for (element in this) if (predicate(element)) return element
    throw NoSuchElementException("Array contains no element matching the predicate.")
} * Returns the first element matching the given [predicate].

/**
 * Returns first element, or `null` if the array is empty.

*@SinceKotlin("1.3")*@@ExperimentalUnsignedTypes*public fun

UIntArray.firstOrNull(): UInt? {
    return if (isEmpty()) null else this[0]
} * Returns first element, or `null` if the array is empty.

*@SinceKotlin("1.3")*@@ExperimentalUnsignedTypes*public fun

ULongArray.firstOrNull(): ULong? {
    return if (isEmpty()) null else this[0]
} * Returns first element, or `null` if the array is empty.

*@SinceKotlin("1.3")*@@ExperimentalUnsignedTypes*public fun

UIntArray.lastOrNull(): UInt? {
    return last()
} * Returns last element, or `null` if the array is empty.

*@SinceKotlin("1.3")*@@ExperimentalUnsignedTypes*public fun

ULongArray.lastOrNull(): ULong? {
    return last()
} * Returns last element, or `null` if the array is empty.

*@SinceKotlin("1.3")*@@ExperimentalUnsignedTypes*public fun

UByteArray.lastOrNull(): UByte? {
    return last()
} * Returns last element, or `null` if the array is empty.

*@SinceKotlin("1.3")*@@ExperimentalUnsignedTypes*public fun

UShortArray.lastOrNull(): UShort? {
    return last()
} * Returns last element, or `null` if the array is empty.

/**
 * Returns first element.

*@SinceKotlin("1.3")*@@ExperimentalUnsignedTypes*public inline fun

UIntArray.first(): UInt {
    return storage.first().toUInt()
} * Returns first element.

*@SinceKotlin("1.3")*@@ExperimentalUnsignedTypes*public inline fun

ULongArray.first(): ULong {
    return storage.first().toULong()
} * Returns first element.

*@SinceKotlin("1.3")*@@ExperimentalUnsignedTypes*public inline fun

UByteArray.first(): UByte {
    return storage.first().toUByte()
} * Returns first element.

*@SinceKotlin("1.3")*@@ExperimentalUnsignedTypes*public inline fun

UShortArray.first(): UShort {
    return storage.first().toUShort()
} * Returns first element.

*/
return if (isEmpty()) null else this[0]

/**
 * Returns the first element, or `null` if the array is empty.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UByteArray.firstOrNull(): UByte? {
    return if (isEmpty()) null else this[0]
}

/**
 * Returns the first element, or `null` if the array is empty.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UShortArray.firstOrNull(): UShort? {
    return if (isEmpty()) null else this[0]
}

/**
 * Returns the first element matching the given [predicate], or `null` if element was not found.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.firstOrNull(predicate: (UInt) -> Boolean): UInt? {
    for (element in this) if (predicate(element)) return element
    return null
}

/**
 * Returns the first element matching the given [predicate], or `null` if element was not found.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.firstOrNull(predicate: (UByte) -> Boolean): UByte? {
    for (element in this) if (predicate(element)) return element
    return null
}

/**
 * Returns the first element matching the given [predicate], or `null` if element was not found.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.firstOrNull(predicate: (UShort) -> Boolean): UShort? {
    for (element in this) if (predicate(element)) return element
    return null
}

/**
 * Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public fun UIntArray.getOrElse(index: Int, defaultValue: (Int) -> UInt): UInt {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}

/**
 * Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public fun UByteArray.getOrElse(index: Int, defaultValue: (Int) -> UByte): UByte {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}

/**
 * Returns an element at the given [index] or `null` if the [index] is out of bounds of this array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UIntArray.getOrNull(index: Int): UInt? {
    return if (index >= 0 && index <= lastIndex) get(index) else null
}

/**
 * Returns an element at the given [index] or `null` if the [index] is out of bounds of this array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UByteArray.getOrNull(index: Int): UByte? {
    return if (index >= 0 && index <= lastIndex) get(index) else null
}

/**
 * Returns an element at the given [index] or `null` if the [index] is out of bounds of this array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UShortArray.getOrNull(index: Int): UShort? {
    return if (index >= 0 && index <= lastIndex) get(index) else null
}
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.indexOf(element: UInt): Int {
    return storage.indexOf(element.toInt())
}

/**
 * Returns first index of [element], or -1 if the array does not contain element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.indexOf(element: ULong): Int {
    return storage.indexOf(element.toLong())
}

/**
 * Returns first index of [element], or -1 if the array does not contain element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.indexOf(element: UByte): Int {
    return storage.indexOf(element.toByte())
}

/**
 * Returns first index of [element], or -1 if the array does not contain element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.indexOf(element: UShort): Int {
    return storage.indexOf(element.toShort())
}

/**
 * Returns index of the first element matching the given [predicate], or -1 if the array does not contain such element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.indexOfFirst(predicate: (UInt) -> Boolean): Int {
    return storage.indexOfFirst { predicate(it.toUInt()) }
}

/**
 * Returns index of the first element matching the given [predicate], or -1 if the array does not contain such element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.indexOfFirst(predicate: (ULong) -> Boolean): Int {
    return storage.indexOfFirst { predicate(it.toULong()) }
}

/**
 * Returns index of the first element matching the given [predicate], or -1 if the array does not contain such element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.indexOfFirst(predicate: (UByte) -> Boolean): Int {
    return storage.indexOfFirst { predicate(it.toUByte()) }
}

/**
 * Returns index of the first element matching the given [predicate], or -1 if the array does not contain such element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.indexOfFirst(predicate: (UShort) -> Boolean): Int {
    return storage.indexOfFirst { predicate(it.toUShort()) }
}

/**
 * Returns the last element.
 * @throws [NoSuchElementException] if the array is empty.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.last(): UInt {
    return storage.last().toUInt()
}

/**
 * Returns the last element.
 * @throws [NoSuchElementException] if the array is empty.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.last(): ULong {
    return storage.last().toULong()
}

/**
 * Returns the last element.
 * @throws [NoSuchElementException] if the array is empty.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.last(): UByte {
    return storage.last().toUByte()
}

/**
 * Returns the last element.
 * @throws [NoSuchElementException] if the array is empty.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.last(): UShort {
    return storage.last().toUShort()
}
redirectTo: return storage.last().toUByte() //<== * Returns the last element.

@throws [NoSuchElementException] if the array is empty.

*An@SinceKotlin("1.3")@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\n\npublic inline fun UShortArray.last(): UShort { return storage.last().toUShort() //<== * Returns the last element matching the given [predicate].

@throws [NoSuchElementException] if no such element is found.

*An@SinceKotlin("1.3")@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\n\npublic inline fun UIntArray.lastIndexOf(element: UInt): Int { return storage.lastIndexOf(element.toInt()) //<== * Returns last index of [element], or -1 if the array does not contain element.

*An@SinceKotlin("1.3")@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\n\npublic inline fun ULongArray.lastIndexOf(element: ULong): Int { return storage.lastIndexOf(element.toLong()) //<== * Returns last index of [element], or -1 if the array does not contain element.

*An@SinceKotlin("1.3")@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\n\npublic inline fun UByteArray.lastIndexOf(element: UByte): Int { return storage.lastIndexOf(element.toByte()) //<== * Returns last index of [element], or -1 if the array does not contain element.

*An@SinceKotlin("1.3")@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\n\npublic inline fun UShortArray.lastIndexOf(element: UShort): Int { return storage.lastIndexOf(element.toShort()) //<== * Returns last index of [element], or -1 if the array does not contain element.

*An@SinceKotlin("1.3")@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\n\npublic fun UIntArray.lastOrNull(): UInt? { return if (isEmpty()) null else this[size - 1] //<== * Returns the last element, or `null` if the array is empty.

*An@SinceKotlin("1.3")@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\n\npublic fun ULongArray.lastOrNull(): ULong? { return if (isEmpty()) null else this[size - 1] //<== * Returns the last element, or `null` if the array is empty.

*An@SinceKotlin("1.3")@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\n\npublic fun UByteArray.lastOrNull(): UByte? { return if (isEmpty()) null else this[size - 1] //<== * Returns the last element, or `null` if the array is empty.

*An@SinceKotlin("1.3")@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\n\npublic fun UShortArray.lastOrNull(): UShort? { return if (isEmpty()) null else this[size - 1] //<== * Returns the last element, or `null` if the array is empty.

*An@SinceKotlin("1.3")@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\n\npublic fun UIntArray.lastOrNull(predicate: (UInt -> Boolean): UInt? { return if (isEmpty()) null else this[size - 1] //<== * Returns the last element matching the given [predicate], or `null` if no such element was found.

*An@SinceKotlin("1.3")@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\n\npublic fun UIntArray.lastIndexOf(element: UInt): Int { return storage.lastIndexOf(element.toInt()) //<== * Returns last index of [element], or -1 if the array does not contain element.

*An@SinceKotlin("1.3")@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\n\npublic fun ULongArray.lastIndexOf(element: ULong): Int { return storage.lastIndexOf(element.toLong()) //<== * Returns last index of [element], or -1 if the array does not contain element.

*An@SinceKotlin("1.3")@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\n\npublic fun UByteArray.lastIndexOf(element: UByte): Int { return storage.lastIndexOf(element.toByte()) //<== * Returns last index of [element], or -1 if the array does not contain element.

*An@SinceKotlin("1.3")@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\n\npublic fun UShortArray.lastIndexOf(element: UShort): Int { return storage.lastIndexOf(element.toShort()) //<== * Returns last index of [element], or -1 if the array does not contain element.
```kotlin
/*
 * Returns the last element matching the given [predicate], or `null` if no such element was found.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.lastOrNull(predicate: (ULong) -> Boolean): ULong? {
    for (index in this.indices.reversed()) {
        val element = this[index]
        if (predicate(element)) return element
    }
    return null
}

/**
 * Returns the last element matching the given [predicate], or `null` if no such element was found.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.lastOrNull(predicate: (UByte) -> Boolean): UByte? {
    for (index in this.indices.reversed()) {
        val element = this[index]
        if (predicate(element)) return element
    }
    return null
}

/**
 * Returns the last element matching the given [predicate], or `null` if no such element was found.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.lastOrNull(predicate: (UShort) -> Boolean): UShort? {
    for (index in this.indices.reversed()) {
        val element = this[index]
        if (predicate(element)) return element
    }
    return null
}

/**
 * Returns a random element from this array.
 * @throws NoSuchElementException if this array is empty.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.random(): UInt {
    return random(Random)
}

/**
 * Returns a random element from this array.
 * @throws NoSuchElementException if this array is empty.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.random(): ULong {
    return random(Random)
}

/**
 * Returns a random element from this array.
 * @throws NoSuchElementException if this array is empty.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.random(): UByte {
    return random(Random)
}

/**
 * Returns a random element from this array.
 * @throws NoSuchElementException if this array is empty.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.random(): UShort {
    return random(Random)
}

/**
 * Returns the single element, or throws an exception if the array is empty or has more than one element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.single(): UInt {
    return storage.single().toUInt()
}

/**
 * Returns the single element, or throws an exception if the array is empty or has more than one element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.single(): ULong {
    return storage.single().toULong()
}

/**
 * Returns the single element, or throws an exception if the array is empty or has more than one element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.single(): UByte {
    return storage.single()
}

/**
 * Returns the single element, or throws an exception if the array is empty or has more than one element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.single(): UShort {
    return storage.single()
}
```

---

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*\@SinceKotlin("1.3")\n*\@ExperimentalUnsignedTypes\n*\@kotlin.internal.InlineOnly\n*\@public inline fun UByteArray.single(): UByte \n*\@ return storage.single().toUByte()\n*\@/n\n*\@/n\n*\@ Returns the single element, or throws an exception if the array is empty or has more than one element.\n
*\@SinceKotlin("1.3")\n*\@ExperimentalUnsignedTypes\n*\@kotlin.internal.InlineOnly\n*\@public inline fun UShortArray.single(): UShort \n*\@ return storage.single().toUShort()\n*\@/n\n*\@/n\n*\@ Returns the single element matching the given [predicate], or throws exception if there is no or more than one matching element.\n
*\@SinceKotlin("1.3")\n*\@ExperimentalUnsignedTypes\n*\@kotlin.internal.InlineOnly\n*\@public inline fun UIntArray.single(predicate: (UInt) -> Boolean): UInt \n*\@ var single: UInt? = null\n*\@ var found = false\n*\@ for (element in this) \n*\@ if (predicate(element)) \n*\@ if (found) throw IllegalArgumentException("Array contains more than one matching element.\")\n*\@ single = element\n*\@ found = true\n*\@ \n*\@ if (!found) throw NoSuchElementException("Array contains no element matching the predicate.\")\n*\@/n\n*\@/n\n*\@ Returns the single element matching the given [predicate], or throws exception if there is no or more than one matching element.\n
*\@SinceKotlin("1.3")\n*\@ExperimentalUnsignedTypes\n*\@kotlin.internal.InlineOnly\n*\@public inline fun ULongArray.single(predicate: (ULong) -> Boolean): ULong \n*\@ var single: ULong? = null\n*\@ var found = false\n*\@ for (element in this) \n*\@ if (predicate(element)) \n*\@ if (found) throw IllegalArgumentException("Array contains more than one matching element.\")\n*\@ single = element\n*\@ found = true\n*\@ \n*\@ if (!found) throw NoSuchElementException("Array contains no element matching the predicate.\")\n*\@/n\n*\@/n\n*\@ Returns the single element matching the given [predicate], or throws exception if there is no or more than one matching element.\n
*\@SinceKotlin("1.3")\n*\@ExperimentalUnsignedTypes\n*\@kotlin.internal.InlineOnly\n*\@public inline fun UByteArray.single(predicate: (UByte) -> Boolean): UByte \n*\@ var single: UByte? = null\n*\@ var found = false\n*\@ for (element in this) \n*\@ if (predicate(element)) \n*\@ if (found) throw IllegalArgumentException("Array contains more than one matching element.\")\n*\@ single = element\n*\@ found = true\n*\@ \n*\@ if (!found) throw NoSuchElementException("Array contains no element matching the predicate.\")\n*\@/n\n*\@/n\n*\@ Returns the single element matching the given [predicate], or throws exception if there is no or more than one matching element.\n
*\@SinceKotlin("1.3")\n*\@ExperimentalUnsignedTypes\n*\@kotlin.internal.InlineOnly\n*\@public inline fun UShortArray.single(predicate: (UShort) -> Boolean): UShort \n*\@ var single: UShort? = null\n*\@ var found = false\n*\@ for (element in this) \n*\@ if (predicate(element)) \n*\@ if (found) throw IllegalArgumentException("Array contains more than one matching element.\")\n*\@ single = element\n*\@ found = true\n*\@ \n*\@ if (!found) throw NoSuchElementException("Array contains no element matching the predicate.\")\n*\@/n\n*\@/n\n*\@ Returns the single element matching the given [predicate], or throws exception if there is no or more than one matching element.\n
*\@SinceKotlin("1.3")\n*\@ ExperimentalUnsignedTypes\n*\@public fun UIntArray.singleOrNull(): UInt? \n*\@ return if (size == 1) this[0] else null\n*\@/n\n*\@/n\n*\@ Returns single element, or `null` if the array is empty or has more than one element.\n
*\@SinceKotlin("1.3")\n*\@ ExperimentalUnsignedTypes\n*\@public fun ULongArray.singleOrNull(): ULong? \n*\@ return if (size == 1) this[0] else null\n*\@/n\n*\@/n\n*\@ Returns single element, or `null` if the array is empty or has more than one element.\n
*\@SinceKotlin("1.3")\n*\@ ExperimentalUnsignedTypes\n*\@public fun UByteArray.singleOrNull(): UByte? \n*\@ return if (size == 1) this[0] else null\n*\@/n\n*\@/n\n*\@ Returns single element, or `null` if the array is empty or has more than one element.\n
*\@SinceKotlin("1.3")\n*\@ ExperimentalUnsignedTypes\n*\@public fun UShortArray.singleOrNull(): UShort? \n*\@ return if (size == 1) this[0] else null\n*\@/n\n*\@/n\n*\@ Returns single element, or `null` if the array is empty or has more than one element.
matching the given [predicate], or ‘null’ if element was not found or more than one element was found.

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun ULongArray.singleOrNull(predicate: (ULong) -> Boolean): ULong? {
    var single: ULong? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) return null
            single = element
            found = true
        }
    }
    return single
}
```

```kotlin
/**
 * Returns the single element matching the given [predicate], or ‘null’ if element was not found or more than one element was found.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun UByteArray.singleOrNull(predicate: (UByte) -> Boolean): UByte? {
    var single: UByte? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) return null
            single = element
            found = true
        }
    }
    return single
}
```

```kotlin
/**
 * Returns the single element matching the given [predicate], or ‘null’ if element was not found or more than one element was found.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun UShortArray.singleOrNull(predicate: (UShort) -> Boolean): UShort? {
    var single: UShort? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) return null
            single = element
            found = true
        }
    }
    return single
}
```

```kotlin
/**
 * Returns a list containing all elements except first [n] elements.
 * @throws IllegalArgumentException if [n] is negative.
 * @sample samples.collections.Collections.Transformations.drop
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@public fun UIntArray.drop(n: Int): List<UInt> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return takeLast((size - n).coerceAtLeast(0))
}
```

```kotlin
/**
 * Returns a list containing all elements except first [n] elements.
 * @throws IllegalArgumentException if [n] is negative.
 * @sample samples.collections.Collections.Transformations.drop
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@public fun ULongArray.drop(n: Int): List<ULong> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return takeLast((size - n).coerceAtLeast(0))
}
```

```kotlin
/**
 * Returns a list containing all elements except last [n] elements.
 * @throws IllegalArgumentException if [n] is negative.
 * @sample samples.collections.Collections.Transformations.drop
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@public fun UByteArray.drop(n: Int): List<UByte> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return takeLast((size - n).coerceAtLeast(0))
}
```

```kotlin
/**
 * Returns a list containing all elements except last [n] elements.
 * @throws IllegalArgumentException if [n] is negative.
 * @sample samples.collections.Collections.Transformations.drop
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@public fun UShortArray.drop(n: Int): List<UShort> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return takeLast((size - n).coerceAtLeast(0))
}
```

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require(n >= 0) { "Requested element count $n is less than zero." }
return take((size - n).coerceAtLeast(0))

/**
 * Returns a list containing all elements except last [n] elements that satisfy the given predicate.
 * 
 * @throws IllegalArgumentException if [n] is negative.
 * 
 * @sample samples.collections.Collections.Transformations.drop
 */
public fun UShortArray.dropLast(n: Int):
List<UInt> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return take((size - n).coerceAtLeast(0))

* An @ SinceKotlin("1.3") @ ExperimentalUnsignedTypes @ public fun UShortArray.dropLastWhile(predicate: (UInt) -> Boolean): List<UInt> {
*   \n if (!predicate(this[index])) { \n     return take(index + 1) \n   } \n    return emptyList() \n} * Returns a list containing all elements except first elements that satisfy the given predicate.
* @sample samples.Collections.Transformations.drop
*/
public inline fun ULongArray.dropLastWhile(predicate: (ULong) -> Boolean): List<ULong> {
    var yielding = false
    val list = ArrayList<ULong>()
    for (item in this)
        if (yielding)
            list.add(item)
        else if (!predicate(item)) {
            list.add(item)
            yielding = true
        }
    return list
} * Returns a list containing all elements except first elements that satisfy the given predicate.
* @sample samples.Collections.Transformations.drop
*/
public inline fun UByteArray.dropLastWhile(predicate: (UByte) -> Boolean): List<UByte> {
    var yielding = false
    val list = ArrayList<UByte>()
    for (item in this)
        if (yielding)
            list.add(item)
        else if (!predicate(item)) {
            list.add(item)
            yielding = true
        }
    return list
} * Returns a list containing all elements except first elements that satisfy the given predicate.
* @sample samples.Collections.Transformations.drop
*/
public inline fun UShortArray.dropLastWhile(predicate: (UShort) -> Boolean): List<UShort> {
    var yielding = false
    val list = ArrayList<UShort>()
    for (item in this)
        if (yielding)
            list.add(item)
        else if (!predicate(item)) {
            list.add(item)
            yielding = true
        }
    return list
} * Returns a list containing all elements except first elements that satisfy the given predicate.
* @sample samples.Collections.Transformations.drop
*/
ArrayList<UShort>()
    for (item in this)
        if (yielding)
            list.add(item)
        else if (!predicate(item))
            list.add(item)
            yielding = true
    return list
}
element itself
 and returns the result of predicate evaluation on the element.

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <C : MutableCollection<in UByte>> UByteArray.filterIndexedTo(destination: C, predicate: (index: Int, UByte) -> Boolean): C {
    forEachIndexed { index, element ->
        if (predicate(index, element))
            destination.add(element)
    }
    return destination
}

```

*/

Appends all elements matching the given [predicate] to the given [destination].

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <C : MutableCollection<in UShort>> UShortArray.filterIndexedTo(destination: C, predicate: (index: Int, UShort) -> Boolean): C {
    forEachIndexed { index, element ->
        if (predicate(index, element))
            destination.add(element)
    }
    return destination
}

```

*/

Appends all elements matching the given [predicate] to the given [destination].

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.filterNot(predicate: (UInt) -> Boolean): List<UInt> {
    return filterNotTo(ArrayList<UInt>(), predicate)
}

```

Returns a list containing all elements not matching the given [predicate].

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.filterNot(predicate: (ULong) -> Boolean): List<ULong> {
    return filterNotTo(ArrayList<ULong>(), predicate)
}

```

Returns a list containing all elements not matching the given [predicate].

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.filterNot(predicate: (UByte) -> Boolean): List<UByte> {
    return filterNotTo(ArrayList<UByte>(), predicate)
}

```

Returns a list containing all elements not matching the given [predicate].

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.filterNot(predicate: (UShort) -> Boolean): List<UShort> {
    return filterNotTo(ArrayList<UShort>(), predicate)
}

```

Returns a list containing all elements not matching the given [predicate].

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.filterTo(destination: C, predicate: (UInt) -> Boolean): C {
    for (element in this) if (predicate(element)) destination.add(element)
    return destination
}

```

Appends all elements matching the given [predicate] to the given [destination].

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.filterTo(destination: C, predicate: (ULong) -> Boolean): C {
    for (element in this) if (predicate(element)) destination.add(element)
    return destination
}

```

Appends all elements matching the given [predicate] to the given [destination].

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.filterTo(destination: C, predicate: (UByte) -> Boolean): C {
    for (element in this) if (predicate(element)) destination.add(element)
    return destination
}

```

Appends all elements matching the given [predicate] to the given [destination].

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.filterTo(destination: C, predicate: (UShort) -> Boolean): C {
    for (element in this) if (predicate(element)) destination.add(element)
    return destination
}

```

Appends all elements matching the given [predicate] to the given [destination].

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.filterNotTo(destination: C, predicate: (UInt) -> Boolean): C {
    for (element in this) if (!predicate(element)) destination.add(element)
    return destination
}

```

Appends all elements not matching the given [predicate] to the given [destination].

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.filterNotTo(destination: C, predicate: (ULong) -> Boolean): C {
    for (element in this) if (!predicate(element)) destination.add(element)
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    for (element in this) if (!predicate(element)) destination.add(element)
    return destination
}

```

Appends all elements not matching the given [predicate] to the given [destination].

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.filterNotTo(destination: C, predicate: (UShort) -> Boolean): C {
    for (element in this) if (!predicate(element)) destination.add(element)
    return destination
}

```

Appends all elements not matching the given [predicate] to the given [destination].

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.filterTo(destination: C, predicate: (UInt) -> Boolean): C {
    for (element in this) if (predicate(element)) destination.add(element)
    return destination
}

```

Appends all elements matching the given [predicate] to the given [destination].

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.filterTo(destination: C, predicate: (ULong) -> Boolean): C {
    for (element in this) if (predicate(element)) destination.add(element)
    return destination
}

```

Appends all elements matching the given [predicate] to the given [destination].

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.filterTo(destination: C, predicate: (UByte) -> Boolean): C {
    for (element in this) if (predicate(element)) destination.add(element)
    return destination
}

```

Appends all elements matching the given [predicate] to the given [destination].

```kotlin
@SinceKotlin("1.3")
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public inline fun UShortArray.filterTo(destination: C, predicate: (UShort) -> Boolean): C {
    for (element in this) if (predicate(element)) destination.add(element)
    return destination
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```

Appends all elements matching the given [predicate] to the given [destination].

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.filterNotTo(destination: C, predicate: (UInt) -> Boolean): C {
    for (element in this) if (!predicate(element)) destination.add(element)
    return destination
}

```

Appends all elements not matching the given [predicate] to the given [destination].

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.filterNotTo(destination: C, predicate: (ULong) -> Boolean): C {
    for (element in this) if (!predicate(element)) destination.add(element)
    return destination
}

```

Appends all elements not matching the given [predicate] to the given [destination].

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.filterNotTo(destination: C, predicate: (UByte) -> Boolean): C {
    for (element in this) if (!predicate(element)) destination.add(element)
    return destination
}

```

Appends all elements not matching the given [predicate] to the given [destination].

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.filterNotTo(destination: C, predicate: (UShort) -> Boolean): C {
    for (element in this) if (!predicate(element)) destination.add(element)
    return destination
}

```

Appends all elements not matching the given [predicate] to the given [destination].
elements matching the given [predicate] to the given [destination].

*\@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\n\n@public inline fun <C : MutableCollection<in UByte>> UByteArray.filterTo(destination: C, predicate: (UByte) -> Boolean): C {
    for

*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly
\n@public inline fun <C : MutableCollection<in UShort>> UShortArray.filterTo(destination: C, predicate: (UShort) -> Boolean): C {
    for

*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly
\n@public fun UIntArray.slice(indices: IntRange): List<UInt> {
    if (indices.isEmpty()) return listOf()
    return copyOfRange(indices.start, indices.endInclusive + 1).asList()
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly
\n@public fun ULongArray.slice(indices: IntRange): List<ULong> {
    if (indices.isEmpty()) return listOf()
    return copyOfRange(indices.start, indices.endInclusive + 1).asList()
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly
\n@public fun UByteArray.slice(indices: IntRange): List<UByte> {
    if (indices.isEmpty()) return listOf()
    return copyOfRange(indices.start, indices.endInclusive + 1).asList()
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly
\n@public fun UShortArray.slice(indices: IntRange): List<UShort> {
    if (indices.isEmpty()) return listOf()
    return copyOfRange(indices.start, indices.endInclusive + 1).asList()
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly
\n@public fun UIntArray.sliceArray(indices: Collection<Int>): UIntArray {
    return UIntArray(storage.sliceArray(indices))
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly
\n@public fun ULongArray.sliceArray(indices: Collection<Int>): ULongArray {
    return ULongArray(storage.sliceArray(indices))
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly
\n@public fun UByteArray.sliceArray(indices: Collection<Int>): UByteArray {
    return UByteArray(storage.sliceArray(indices))
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly
\n@public fun UShortArray.sliceArray(indices: Collection<Int>): UShortArray {
    return UShortArray(storage.sliceArray(indices))
}
array containing elements at indices in the specified \[indices\] range.

```kotlin
// @SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UIntArray.sliceArray(indices: IntRange): UIntArray {
    return UIntArray(storage.sliceArray(indices))
}

/**
 * Returns an array containing elements at indices in the specified \[indices\] range.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun ULongArray.sliceArray(indices: IntRange): ULongArray {
    return ULongArray(storage.sliceArray(indices))
}

/**
 * Returns an array containing elements at indices in the specified \[indices\] range.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UByteArray.sliceArray(indices: IntRange): UByteArray {
    return UByteArray(storage.sliceArray(indices))
}

/**
 * Returns an array containing elements at indices in the specified \[indices\] range.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UShortArray.sliceArray(indices: IntRange): UShortArray {
    return UShortArray(storage.sliceArray(indices))
}

/**
 * Returns a list containing first \[n\] elements.
 * @throws IllegalArgumentException if \[n\] is negative.
 * @sample samples.collections.Collections.Transformations.take
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UIntArray.take(n: Int): List<UInt> {
    require(n >= 0) { "Requested element count \[n\] is less than zero." }
    if (n == 0) return emptyList()
    if (n >= size) return toList()
    if (n == 1) return listOf(this[0])
    var count = 0
    val list = ArrayList<UInt>(n)
    for (item in this) {
        list.add(item)
        if (++count == n)
            break
    }
    return list
}

/**
 * Returns a list containing first \[n\] elements.
 * @throws IllegalArgumentException if \[n\] is negative.
 * @sample samples.collections.Collections.Transformations.take
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun ULongArray.take(n: Int): List<ULong> {
    require(n >= 0) { "Requested element count \[n\] is less than zero." }
    if (n == 0) return emptyList()
    if (n >= size) return toList()
    if (n == 1) return listOf(this[0])
    var count = 0
    val list = ArrayList<ULong>(n)
    for (index in size - n until size)
        list.add(this[index])
    return list
}

/**
 * Returns a list containing first \[n\] elements.
 * @throws IllegalArgumentException if \[n\] is negative.
 * @sample samples.collections.Collections.Transformations.take
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UByteArray.take(n: Int): List<UByte> {
    require(n >= 0) { "Requested element count \[n\] is less than zero." }
    if (n == 0) return emptyList()
    if (n >= size) return toList()
    if (n == 1) return listOf(this[0])
    var count = 0
    val list = ArrayList<UByte>(n)
    for (index in size - n until size)
        list.add(this[index])
    return list
}

/**
 * Returns a list containing first \[n\] elements.
 * @throws IllegalArgumentException if \[n\] is negative.
 * @sample samples.collections.Collections.Transformations.take
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UShortArray.take(n: Int): List<UShort> {
    require(n >= 0) { "Requested element count \[n\] is less than zero." }
    if (n == 0) return emptyList()
    if (n >= size) return toList()
    if (n == 1) return listOf(this[0])
    var count = 0
    val list = ArrayList<UShort>(n)
    for (index in size - n until size)
        list.add(this[index])
    return list
}

/**
 * Returns a list containing last \[n\] elements.
 * @throws IllegalArgumentException if \[n\] is negative.
 * @sample samples.collections.Collections.Transformations.take
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UIntArray.takeLast(n: Int): List<UInt> {
    require(n >= 0) { "Requested element count \[n\] is less than zero." }
    if (n == 0) return emptyList()
    val size = size
    if (n >= size) return toList()
    if (n == 1) return listOf(this[size - 1])
    var list = ArrayList<UInt>(n)
    for (index in size - n until size)
        list.add(this[index])
    return list
}
```

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Returns a list containing last \([n]\) elements.\n
@since Kotlin("1.3")
@ExperimentalUnsignedTypes
public fun UByteArray.takeLast(n: Int): List<UByte>
returns a list containing last \([n]\) elements.\n
@since Kotlin("1.3")
@ExperimentalUnsignedTypes
public fun UShortArray.takeLast(n: Int): List<UShort>
returns a list containing last \([n]\) elements.\n
@since Kotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.takeLastWhile(predicate: (UByte) -> Boolean): List<UByte>
returns a list containing last elements satisfying the given \([predicate]\).\n
@since Kotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.takeLastWhile(predicate: (UShort) -> Boolean): List<UShort>
returns a list containing last elements satisfying the given \([predicate]\).\n
Returns a list containing first elements satisfying the given \([predicate]\).\n
@since Kotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.takeWhile(predicate: (UInt) -> Boolean): List<UInt>

@since Kotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.takeWhile(predicate: (ULong) -> Boolean): List<ULong>

@since Kotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.takeWhile(predicate: (UByte) -> Boolean): List<UByte>

@since Kotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.takeWhile(predicate: (UShort) -> Boolean): List<UShort>

@since Kotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.takeWhile(predicate: (UInt) -> Boolean): List<UInt>

@since Kotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.takeWhile(predicate: (ULong) -> Boolean): List<ULong>

@since Kotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.takeWhile(predicate: (UByte) -> Boolean): List<UByte>

@since Kotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.takeWhile(predicate: (UShort) -> Boolean): List<UShort>

samples.collections.Collections.Transformations.take

@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
@public inline fun UShortArray.takeWhile(predicate: (UShort) -> Boolean): List<UShort> {
    val list = ArrayList<UShort>()
    for (item in this) {
        if (!predicate(item))
            break
        list.add(item)
    }
    return list
}

/**
 * Reverses elements in the array in-place.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.reverse(): Unit {
    storage.reverse()
}

/**
 * Reverses elements in the array in-place.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.reverse(): Unit {
    storage.reverse()
}

/**
 * Reverses elements in the array in-place.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.reverse(): Unit {
    storage.reverse()
}

/**
 * Reverses elements in the array in-place.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.reverse(): Unit {
    storage.reverse()
}

/**
 * Returns a list with elements in reversed order.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UIntArray.reversed(): List<UInt> {
    if (isEmpty()) return emptyList()
    val list = toMutableList()
    list.reverse()
    return list
}

/**
 * Returns a list with elements in reversed order.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun ULongArray.reversed(): List<ULong> {
    if (isEmpty()) return emptyList()
    val list = toMutableList()
    list.reverse()
    return list
}

/**
 * Returns a list with elements in reversed order.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UByteArray.reversed(): List<UByte> {
    if (isEmpty()) return emptyList()
    val list = toMutableList()
    list.reverse()
    return list
}

/**
 * Returns a list with elements in reversed order.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UShortArray.reversed(): List<UShort> {
    if (isEmpty()) return emptyList()
    val list = toMutableList()
    list.reverse()
    return list
}

/**
 * Returns an array with elements of this array in reversed order.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.reversedArray(): UIntArray {
    return UIntArray(storage.reversedArray())
}

/**
 * Returns an array with elements of this array in reversed order.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.reversedArray(): ULongArray {
    return ULongArray(storage.reversedArray())
}

/**
 * Returns an array with elements of this array in reversed order.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.reversedArray(): UByteArray {
    return UByteArray(storage.reversedArray())
}

/**
 * Returns an array with elements of this array in reversed order.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.reversedArray(): UShortArray {
    return UShortArray(storage.reversedArray())
}

/**
 * Sorts elements in the array in-place descending according to their natural sort order.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public fun UIntArray.sortDescending(): Unit {
    if (size > 1) {
        sort()
        reverse()
    }
}

/**
 * Sorts elements in the array in-place descending according to their natural sort order.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public fun ULongArray.sortDescending(): Unit {
    if (size > 1) {
        sort()
        reverse()
    }
}

/**
 * Sorts elements in the array in-place descending according to their natural sort order.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public fun UByteArray.sortDescending(): Unit {
    if (size > 1) {
        sort()
        reverse()
    }
}

/**
 * Sorts elements in the array in-place descending according to their natural sort order.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public fun UShortArray.sortDescending(): Unit {
    if (size > 1) {
        sort()
        reverse()
    }
}

/**
 * Returns a list of all elements sorted according to their natural sort order.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UIntArray.sorted(): List<UInt> {
    return copyOf().apply {
        sort() as List<UInt>
    }
}

/**
 * Returns a list of all elements sorted according to their natural sort order.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun ULongArray.sorted(): List<ULong> {
    return copyOf().apply {
        sort() as List<ULong>
    }
}

/**
 * Returns a list of all elements sorted according to their natural sort order.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UByteArray.sorted(): List<UByte> {
    return copyOf().apply {
        sort() as List<UByte>
    }
}

/**
 * Returns a list of all elements sorted according to their natural sort order.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UShortArray.sorted(): List<UShort> {
    return copyOf().apply {
        sort() as List<UShort>
    }
}
List<ULong> {\n    return copyOf().apply { \n        sort() } \n}.asList() \n*///\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun UByteArray.sorted(): List<Byte> {\n    return copyOf().apply { \n        sort() } \n}.asList() \n*///\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun UShortArray.sorted(): List<Short> {\n    return copyOf().apply { \n        sort() } \n}.asList() \n*///\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun UIntArray.sortedArray(): UIntArray {\n    if (isEmpty()) return this\n    return this.copyOf().apply { \n        sort() } \n}.\n*///\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun ULongArray.sortedArray(): ULongArray {\n    if (isEmpty()) return this\n    return this.copyOf().apply { \n        sort() } \n}.\n*///\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun UByteArray.sortedArray(): UByteArray {\n    if (isEmpty()) return this\n    return this.copyOf().apply { \n        sort() } \n}.\n*///\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun UShortArray.sortedArray(): UShortArray {\n    if (isEmpty()) return this\n    return this.copyOf().apply { \n        sort() } \n}.\n*///\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun UIntArray.sortedArrayDescending(): List<UInt> {\n    return copyOf().apply { \n        sortDescending() } \n}.reversed() \n*///\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun ULongArray.sortedArrayDescending(): List<ULong> {\n    return copyOf().apply { \n        sortDescending() } \n}.reversed() \n*///\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun UByteArray.sortedArrayDescending(): List<Byte> {\n    return copyOf().apply { \n        sortDescending() } \n}.reversed() \n*///\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun UShortArray.sortedArrayDescending(): List<Short> {\n    return copyOf().apply { \n        sortDescending() } \n}.reversed() \n*///\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun UByteArray.asByteArray(): ByteArray {
    return storage
}
array.} *
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.asIntArray(): IntArray {
    return storage
}

/**
 * Returns a [List] that wraps the original array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public expect fun UIntArray.asList(): List

/**
 * Returns a [List] that wraps the original array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public expect fun ULongArray.asList(): List

/**
 * Returns a [List] that wraps the original array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public expect fun UByteArray.asList(): List

/**
 * Returns a [List] that wraps the original array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public expect fun UShortArray.asList(): List

/**
 * Returns an array of type [LongArray], which is a view of this array where each element is a signed reinterpretation
 * of the corresponding element of this array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.asLongArray(): LongArray {
    return storage
}

/**
 * Returns an array of type [ShortArray], which is a view of this array where each element is a signed reinterpretation
 * of the corresponding element of this array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.asShortArray(): ShortArray {
    return storage
}

/**
 * Returns an array of type [UByteArray], which is a view of this array where each element is an unsigned reinterpretation
 * of the corresponding element of this array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public infix fun ByteArray.asUByteArray(): UByteArray {
    return UByteArray(this)
}

/**
 * Returns an array of type [UIntArray], which is a view of this array where each element is an unsigned reinterpretation
 * of the corresponding element of this array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun IntArray.asUIntArray(): UIntArray {
    return UIntArray(this)
}

/**
 * Returns an array of type [ULongArray], which is a view of this array where each element is an unsigned reinterpretation
 * of the corresponding element of this array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun LongArray.asULongArray(): ULongArray {
    return ULongArray(this)
}

/**
 * Returns an array of type [UShortArray], which is a view of this array where each element is an unsigned reinterpretation
 * of the corresponding element of this array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public infix fun UShortArray.contentEquals(other: UShortArray): Boolean {
    return storage.contentEquals(other.storage)
}

/**
 * Returns a hash code based on the contents of this array as if it is a [List].
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun ULongArray.contentHashCode(): Int

/**
 * Returns a hash code based on the contents of this array as if it is a [List].
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun
range of this array indices or when `startIndex > endIndex`.

* @throws IndexOutOfBoundsException when the subrange
  doesn't fit into the [destination] array starting at the
  specified [destinationOffset].

* or when that index is out of the [destination] array
  indices range.

* @param destination the [destination] array.

* @param start, end the beginning (inclusive) of the subrange to copy, 0 by default.

* @param destination the end (exclusive) of the subrange to copy, size of this array by default.

* @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex]
  is out of range of this array indices or when `startIndex > endIndex`.

* @throws IndexOutOfBoundsException when the subrange
  doesn't fit into the [destination] array starting at the specified [destinationOffset].

* or when that index is out of the [destination] array indices range.

* @return the [destination] array.

*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.copyInto(destination: UByteArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size):

UByteArray {
    storage.copyInto(destination.storage, destinationOffset, startIndex, endIndex)
    return destination
}

/**
 * Copies this array or its subrange into the [destination] array and returns that array.

* It's allowed to pass the same array in the [destination] and even specify the subrange so that it overlaps
  with the destination range.

* @param destination the array to copy to.

* @param destinationOffset the position in the [destination] array to copy to, 0 by default.

* @param start, end the beginning (inclusive) of the subrange to copy, 0 by default.

* @param endIndex the end (exclusive) of the subrange to copy, size of this array by default.

* @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex]
  is out of range of this array indices or when `startIndex > endIndex`.

* @throws IndexOutOfBoundsException when the subrange
  doesn't fit into the [destination] array starting at the specified [destinationOffset].

* or when that index is out of the [destination] array indices range.

* @return the [destination] array.

*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.copyInto(destination: UShortArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size):

UShortArray {
    storage.copyInto(destination.storage, destinationOffset, startIndex, endIndex)
    return destination
}

/**
 * Returns new array which is a copy of the original array.

* @sample samples.collections.Arrays.CopyOfOperations.copyOf

*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.copyOf(): UIntArray {
    return UIntArray(storage.copyOf())
}

/**
 * Returns new array which is a copy of the original array, resized to the given [newSize].

* The copy is either truncated or padded at the end with zero values if necessary.

* @param newSize is less than the size of the original array, the copy array
  is truncated to the [newSize].

* @param newSize is greater than the size of the original array, the extra elements in the copy
  array are filled with zero values.

*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.copyOf(newSize: Int): UIntArray {
    return UIntArray(storage.copyOf(newSize))
}

/**
 * Returns new array which is a copy of the original array, resized to the given [newSize].

*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.copyOf(): ULongArray {
    return ULongArray(storage.copyOf())
}

/**
 * Returns new array which is a copy of the original array, resized to the given [newSize].

*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.copyOf(newSize: Int): ULongArray {
    return ULongArray(storage.copyOf(newSize))
}

/**
 * Returns new array which is a copy of the original array, resized to the given [newSize].

*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.copyOf(): UByteArray {
    return UByteArray(storage.copyOf())
}

/**
 * Returns new array which is a copy of the original array, resized to the given [newSize].

*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.copyOf(newSize: Int): UByteArray {
    return UByteArray(storage.copyOf(newSize))
}

/**
 * Returns new array which is a copy of the original array, resized to the given [newSize].

*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.copyOf(): UShortArray {
    return UShortArray(storage.copyOf())
}

/**
 * Returns new array which is a copy of the original array, resized to the given [newSize].

*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.copyOf(newSize: Int): UShortArray {
    return UShortArray(storage.copyOf(newSize))
}

/**
 * Returns new array which is a copy of the original array, resized to the given [newSize].

*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
UByteArray.copyOf(newSize: Int): UByteArray
    return UByteArray(storage.copyOf(newSize))
* Returns new array which is a copy of the original array, resized to the given [newSize].
* The copy is either truncated or padded at the end with zero values if necessary.
* - If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize].
* - If [newSize] is greater than the size of the original array, the extra elements in the copy array are filled with zero values.

UByteArray.copyOfRange(fromIndex: Int, toIndex: Int): UByteArray
    return UByteArray(storage.copyOfRange(fromIndex, toIndex))
* Returns a new array which is a copy of the specified range of the original array.
* @param fromIndex the start of the range (inclusive), must be in `0..array.size`
* @param toIndex the end of the range (exclusive), must be in `fromIndex..array.size`

UShortArray.copyOf(newSize: Int): UShortArray
    return UShortArray(storage.copyOf(newSize))
* Returns a new array which is a copy of the specified range of the original array.
* @param fromIndex the start of the range (inclusive), must be in `0..array.size`
* @param toIndex the end of the range (exclusive), must be in `fromIndex..array.size`

UShortArray.copyOfRange(fromIndex: Int, toIndex: Int): UShortArray
    return UShortArray(storage.copyOfRange(fromIndex, toIndex))
* Fills this array or its subrange with the specified [element] value.
* @param fromIndex the start of the range (inclusive), 0 by default.
* @param toIndex the end of the range (exclusive), size of this array by default.
* @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
* @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].

UIntArray.fill(element: UInt, fromIndex: Int = 0, toIndex: Int = size): Unit
    storage.fill(element.toInt(), fromIndex, toIndex)
* Fills this array or its subrange with the specified [element] value.
* @param fromIndex the start of the range (inclusive), 0 by default.
* @param toIndex the end of the range (exclusive), size of this array by default.
* @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].

ULongArray.fill(element: ULong, fromIndex: Int = 0, toIndex: Int = size): Unit
    storage.fill(element.toLong(), fromIndex, toIndex)
* Fills this array or its subrange with the specified [element] value.
* @param fromIndex the start of the range (inclusive), 0 by default.
* @param toIndex the end of the range (exclusive), size of this array by default.
* @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
* @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].

UByteArray.fill(element: UByte, fromIndex: Int = 0, toIndex: Int = size): Unit
    storage.fill(element.toByte(), fromIndex, toIndex)
* Fills this array or its subrange with the specified [element] value.
* @param fromIndex the start of the range (inclusive), 0 by default.
* @param toIndex the end of the range (exclusive), size of this array by default.
@throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
@throws IllegalArgumentException if [fromIndex] is greater than [toIndex].

/**
 * Returns the range of valid indices for the array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UShortArray.fill(element: UShort, fromIndex: Int = 0, toIndex: Int = size): Unit {
    storage.fill(element.toShort(), fromIndex, toIndex)
}

/**
 * Returns the range of valid indices for the array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline val UIntArray.indices: IntRange
    get() = storage.indices

/**
 * Returns the range of valid indices for the array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline val ULongArray.indices: IntRange
    get() = storage.indices

/**
 * Returns the range of valid indices for the array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline val UByteArray.indices: IntRange
    get() = storage.indices

/**
 * Returns the last valid index for the array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline val UIntArray.lastIndex: Int
    get() = storage.lastIndex

/**
 * Returns the last valid index for the array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline val ULongArray.lastIndex: Int
    get() = storage.lastIndex

/**
 * Returns the last valid index for the array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline val UByteArray.lastIndex: Int
    get() = storage.lastIndex

/**
 * Returns an array containing all elements of the original array and then the given
 * [element].
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline operator fun UIntArray.plus(element: UInt): UIntArray {
    return UIntArray(storage + element.toInt())
}

/**
 * Returns an array containing all elements of the original array and then the given
 * [element].
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline operator fun ULongArray.plus(element: ULong): ULongArray {
    return ULongArray(storage + element.toLong())
}

/**
 * Returns an array containing all elements of the original array and then the given
 * [element].
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline operator fun UByteArray.plus(element: UByte): UByteArray {
    return UByteArray(storage + element.toByte())
}

/**
 * Returns an array containing all elements of the original array and then the given
 * [element].
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
    return UShortArray(storage + element.toShort())
}

/**
 * Returns an array containing all elements of the original array and then all elements
 * of the given [elements] collection.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public operator fun UIntArray.plus(elements: Collection<UInt>): UIntArray {
    var index = size
    val result = storage.copyOf(size + elements.size)
    for (element in elements) result[index++] = element.toInt()
    return UIntArray(result)
}

/**
 * Returns an array containing all elements of the original array and then all elements
 * of the given [elements] collection.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public operator fun ULongArray.plus(elements: Collection<ULong>): ULongArray {
    var index = size
    val result = storage.copyOf(size + elements.size)
    for (element in elements) result[index++] = element.toLong()
    return ULongArray(result)
}

/**
 * Returns an array containing all elements of the original array and then all elements
 * of the given [elements] collection.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public operator fun UByteArray.plus(elements: Collection<UByte>): UByteArray {
    var index = size
    val result = storage.copyOf(size + elements.size)
    for (element in elements) result[index++] = element.toByte()
    return UByteArray(result)
}

/**
 * Returns an array containing all elements of the original array and then all elements
 * of the given [elements] collection.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public operator fun UShortArray.plus(elements: Collection<UShort>): UShortArray {
    var index = size
    val result = storage.copyOf(size + elements.size)
    for (element in elements) result[index++] = element.toShort()
    return UShortArray(result)
}
UIntArray.plus(elements: UIntArray): UIntArray { return UIntArray(storage + elements.storage) }

/**
 * Returns an array containing all elements of the original array and then all elements
 * of the given [elements] array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline operator fun

*UByteArray.plus(elements: UByteArray): UByteArray {
    return UByteArray(storage + elements.storage)
}

/**
 * Returns an array containing all elements of the original array and then all elements
 * of the given [elements] array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline operator fun

*UIntArray.plus(elements: UIntArray): UIntArray {
    return UIntArray(storage + elements.storage)
}

/**
 * Sorts the array in-place.
 * 
 * @sample
 * samples.collections.Arrays.Sorting.sortArray
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UIntArray.sort(): Unit {
    if (size > 1) sortArray(this)
}

/**
 * Sorts the array in-place.
 * 
 * @sample
 * samples.collections.Arrays.Sorting.sortArray
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun ULongArray.sort(): Unit {
    if (size > 1) sortArray(this)
}

/**
 * Sorts the array in-place.
 * 
 * @sample
 * samples.collections.Arrays.Sorting.sortArray
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UByteArray.sort(): Unit {
    if (size > 1) sortArray(this)
}

/**
 * Sorts the array in-place.
 * 
 * @sample
 * samples.collections.Arrays.Sorting.sortArray
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UShortArray.sort(): Unit {
    if (size > 1) sortArray(this)
}

/**
 * Returns a *typed* object array containing all of the elements of this primitive array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline fun

*UIntArray.toByteArray(): ByteArray {
    return storage.copyOf()
}

/**
 * Returns a *typed* object array containing all of the elements of this primitive array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline fun

*UByteArray.toByteArray(): ByteArray {
    return storage.copyOf()
}

/**
 * Returns a *typed* object array containing all of the elements of this primitive array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline fun

*UShortArray.toByteArray(): ByteArray {
    return storage.copyOf()
}

/**
 * Returns a *typed* object array containing all of the elements of this primitive array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline fun

*UByteArray.toShortArray(): ShortArray {
    return storage.toByteArray()[0].toShortArray()
}

/**
 * Returns a *typed* object array containing all of the elements of this primitive array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline fun

*UByteArray.toIntArray(): IntArray {
    return storage.toByteArray()[0].toIntArray()
}

/**
 * Returns a *typed* object array containing all of the elements of this primitive array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline fun

*UByteArray.toLongArray(): LongArray {
    return storage.toByteArray()[0].toLongArray()
}

/**
 * Returns a *typed* object array containing all of the elements of this primitive array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline fun

*UByteArray.toUByteArray(): UByteArray {
    return storage.toByteArray()[0].toUByteArray()
}

/**
 * Returns a *typed* object array containing all of the elements of this primitive array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline fun

*UByteArray.toUShortArray(): UShortArray {
    return storage.toByteArray()[0].toUShortArray()
}

/**
 * Returns a *typed* object array containing all of the elements of this primitive array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline fun

*UByteArray.toUIntArray(): UIntArray {
    return storage.toByteArray()[0].toUIntArray()
}

/**
 * Returns a *typed* object array containing all of the elements of this primitive array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline fun

*UByteArray.toULongArray(): ULongArray {
    return storage.toByteArray()[0].toULongArray()
}

/**
 * Returns a *typed* object array containing all of the elements of this primitive array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline fun

*UByteArray.toUByteArray(): UByteArray {
    return storage.toByteArray()[0].toUByteArray()
}

/**
 * Returns a *typed* object array containing all of the elements of this primitive array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline fun

*UByteArray.toUShortArray(): UShortArray {
    return storage.toByteArray()[0].toUShortArray()
}

/**
 * Returns a *typed* object array containing all of the elements of this primitive array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline fun

*UByteArray.toUIntArray(): UIntArray {
    return storage.toByteArray()[0].toUIntArray()
}

/**
 * Returns a *typed* object array containing all of the elements of this primitive array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline fun

*UByteArray.toULongArray(): ULongArray {
    return storage.toByteArray()[0].toULongArray()
fun UShortArray.toTypedArray(): Array<UShort> {
    return Array(size) { index -> this[index] }
}

fun Array<UByte>.toUByteArray(): UByteArray {
    return UByteArray(size) { index -> this[index] }
}

fun ByteArray.toUByteArray(): UByteArray {
    return UByteArray(this.copyOf())
}

fun Array<UInt>.toUIntArray(): UIntArray {
    return UIntArray(size) { index -> this[index] }
}

fun IntArray.toUIntArray(): UIntArray {
    return UIntArray(this.copyOf())
}

fun Array<ULong>.toULongArray(): ULongArray {
    return ULongArray(size) { index -> this[index] }
}

fun LongArray.toULongArray(): ULongArray {
    return ULongArray(this.copyOf())
}

fun Array<UShort>.toUShortArray(): UShortArray {
    return UShortArray(size) { index -> this[index] }
}

fun ShortArray.toUShortArray(): UShortArray {
    return UShortArray(this.copyOf())
}

fun UIntArray.flatMap(transform: (UInt) -> Iterable<R>): List<R> {
    return flatMapTo(ArrayList<R>(), transform)
}

fun ULongArray.flatMap(transform: (ULong) -> Iterable<R>): List<R> {
    return flatMapTo(ArrayList<R>(), transform)
}

fun UByteArray.flatMap(transform: (UByte) -> Iterable<R>): List<R> {
    return flatMapTo(ArrayList<R>(), transform)
}

fun UShortArray.flatMap(transform: (UShort) -> Iterable<R>): List<R> {
    return flatMapTo(ArrayList<R>(), transform)
}

fun ShortArray.flatMap(transform: (UShort) -> Iterable<R>): List<R> {
    return flatMapTo(ArrayList<R>(), transform)
}

fun UByteArray.flatMap(transform: (UByte) -> Iterable<R>): List<R> {
    return flatMapTo(ArrayList<R>(), transform)
}

fun UShortArray.flatMap(transform: (UShort) -> Iterable<R>): List<R> {
    return flatMapTo(ArrayList<R>(), transform)
}

fun Nullable<ByteArray>?.toUByteArray() = Nullable<UByteArray>.createOrNull {
    return UByteArray(size) { index -> this[index] }
}

fun Nullable<UIntArray>?.toUIntArray() = Nullable<UIntArray>.createOrNull {
    return UIntArray(size) { index -> this[index] }
}

fun Nullable<ULongArray>?.toULongArray() = Nullable<ULongArray>.createOrNull {
    return ULongArray(size) { index -> this[index] }
}

fun Nullable<UShortArray>?.toUShortArray() = Nullable<UShortArray>.createOrNull {
    return UShortArray(size) { index -> this[index] }
}

fun Nullable<ShortArray>?.toUShortArray() = Nullable<UShortArray>.createOrNull {
    return UShortArray(size) { index -> this[index] }
}
destination
"Appends all elements yielded from results of [transform] function being invoked on each element of original array, to the given [destination]."

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R, C : MutableCollection<R>> ULongArray.flatMapTo(destination: C, transform: (ULong) -> Iterable<R>): C {
    for (element in this) {
        val list = transform(element)
        destination.addAll(list)
    }
    return destination
}
```

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R, C : MutableCollection<R>> UByteArray.flatMapTo(destination: C, transform: (UByte) -> Iterable<R>): C {
    for (element in this) {
        val list = transform(element)
        destination.addAll(list)
    }
    return destination
}
```

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R, C : MutableCollection<R>> UShortArray.flatMapTo(destination: C, transform: (UShort) -> Iterable<R>): C {
    for (element in this) {
        val list = transform(element)
        destination.addAll(list)
    }
    return destination
}
```

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <K> UIntArray.groupBy(keySelector: (UInt) -> K): Map<K, List<UInt>> {
    return groupByTo(LinkedHashMap<K, MutableList<UInt>>(), keySelector)
}
```

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <K> ULongArray.groupBy(keySelector: (ULong) -> K): Map<K, List<ULong>> {
    return groupByTo(LinkedHashMap<K, MutableList<ULong>>(), keySelector)
}
```

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <K> UByteArray.groupBy(keySelector: (UByte) -> K): Map<K, List<UByte>> {
    return groupByTo(LinkedHashMap<K, MutableList<UByte>>(), keySelector)
}
```

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <K> UShortArray.groupBy(keySelector: (UShort) -> K): Map<K, List<UShort>> {
    return groupByTo(LinkedHashMap<K, MutableList<UShort>>(), keySelector)
}
```

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <K, V> UIntArray.groupBy(keySelector: (UInt) -> K, valueTransform: (UInt) -> V): Map<K, List<V>> {
    return groupByTo(LinkedHashMap<K, MutableList<V>>(), keySelector, valueTransform)
}
```

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <K, V> ULongArray.groupBy(keySelector: (ULong) -> K, valueTransform: (ULong) -> V): Map<K, List<V>> {
    return groupByTo(LinkedHashMap<K, MutableList<V>>(), keySelector, valueTransform)
}
```

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <K, V> UByteArray.groupBy(keySelector: (UByte) -> K, valueTransform: (UByte) -> V): Map<K, List<V>> {
    return groupByTo(LinkedHashMap<K, MutableList<V>>(), keySelector, valueTransform)
}
```

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <K, V> UShortArray.groupBy(keySelector: (UShort) -> K, valueTransform: (UShort) -> V): Map<K, List<V>> {
    return groupByTo(LinkedHashMap<K, MutableList<V>>(), keySelector, valueTransform)
}
```
groupByTo(LinkedHashMap<K, MutableList<V>>(), keySelector, valueTransform)

/**
 * Groups values returned by the [valueTransform] function applied to each element of the original array by the key returned by the given [keySelector] function applied to the element and returns a map where each group key is associated with a list of corresponding values. The returned map preserves the entry iteration order of the keys produced from the original array.

@sample samples.collections.Collections.Transformations.groupByKeysAndValues
*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <K, V> ULongArray.groupBy(keySelector: (ULong) -> K, valueTransform: (ULong) -> V): Map<K, List<V>> {
    return groupByTo(LinkedHashMap<K, MutableList<V>>(), keySelector, valueTransform)
}

/**
 * Groups values returned by the [valueTransform] function applied to each element of the original array by the key returned by the given [keySelector] function applied to the element and returns a map where each group key is associated with a list of corresponding values. The returned map preserves the entry iteration order of the keys produced from the original array.

@sample samples.collections.Collections.Transformations.groupByKeysAndValues
*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <K, V> UByteArray.groupBy(keySelector: (UByte) -> K, valueTransform: (UByte) -> V): Map<K, List<V>> {
    return groupByTo(LinkedHashMap<K, MutableList<V>>(), keySelector, valueTransform)
}

/**
 * Groups elements of the original array by the key returned by the given [keySelector] function and puts to the [destination] map each group key associated with a list of corresponding elements. The returned map preserves the entry iteration order of the keys produced from the original array.

@sample samples.collections.Collections.Transformations.groupBy
*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <K, M : MutableMap<in K, MutableList<UInt>>> UIntArray.groupByTo(destination: M, keySelector: (UInt) -> K): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) { ArrayList<UInt>() }
        list.add(element)
    }
    return destination
}

/**
 * Groups elements of the original array by the key returned by the given [keySelector] function and puts to the [destination] map each group key associated with a list of corresponding elements. The returned map preserves the entry iteration order of the keys produced from the original array.

@sample samples.collections.Collections.Transformations.groupBy
*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <K, M : MutableMap<in K, MutableList<ULong>>> ULongArray.groupByTo(destination: M, keySelector: (ULong) -> K): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) { ArrayList<ULong>() }
        list.add(element)
    }
    return destination
}

/**
 * Groups elements of the original array by the key returned by the given [keySelector] function and puts to the [destination] map each group key associated with a list of corresponding elements. The returned map preserves the entry iteration order of the keys produced from the original array.

@sample samples.collections.Collections.Transformations.groupBy
*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <K, M :MutableMap<in K, MutableList<UByte>>> UByteArray.groupByTo(destination: M, keySelector: (UByte) -> K): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) { ArrayList<UByte>() }
        list.add(element)
    }
    return destination
}
[destination] map

*/

/**
 * Groups values returned by the [valueTransform] function applied to each element of the
 * original array by the key returned by the given [keySelector] function applied to the element
 * and puts to the [destination] map each group key associated with a list of corresponding values.
 * @return The [destination] map.
 * @sample samples.collections.Collections.Transformations.groupBy
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <K, M : MutableMap<in K, MutableList<UnsignedShort>>> UShortArray.groupByTo(destination: M, keySelector: (UnsignedShort) -> K): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) {
            ArrayList<UnsignedShort>()
        }
        list.add(element)
    }
    return destination
}

/**
 * Returns a list containing the results of applying the given [transform] function
 * to each element in the original array.
 * @sample samples.collections.Collections.Transformations.map
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R> UIntArray.map(transform: (UInt) -> R): List<R> {
    return mapTo(ArrayList<R>(size), transform)
}

/**
 * Returns a list containing the results of applying the given [transform] function
 * to each element in the original array.
 * @sample samples.collections.Collections.Transformations.map
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R> ULongArray.map(transform: (ULong) -> R): List<R> {
    return mapTo(ArrayList<R>(size), transform)
}

/**
 * Returns a list containing the results of applying the given [transform] function
 * to each element in the original array.
 * @sample samples.collections.Collections.Transformations.map
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R> UByteArray.map(transform: (UByte) -> R): List<R> {
    return mapTo(ArrayList<R>(size), transform)
}

/**
 * Returns a list containing the results of applying the given [transform] function
 * to each element in the original array.
 * @sample samples.collections.Collections.Transformations.map
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R> UShortArray.map(transform: (UnsignedShort) -> R): List<R> {
    return mapTo(ArrayList<R>(size), transform)
}

/**
 * Groups values returned by the [valueTransform] function applied to each element of the
 * original array by the key returned by the given [keySelector] function applied to the element
 * and puts to the [destination] map each group key associated with a list of corresponding values.
 * @return The [destination] map.
 * @sample samples.collections.Collections.Transformations.groupBy
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <K, V, M : MutableMap<in K, MutableList<V>>> UIntArray.groupByTo(destination: M, keySelector: (UInt) -> K, valueTransform: (UInt) -> V): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) {
            ArrayList<V>()
        }
        list.add(valueTransform(element))
    }
    return destination
}

/**
 * Groups values returned by the [valueTransform] function applied to each element of the
 * original array by the key returned by the given [keySelector] function applied to the element
 * and puts to the [destination] map each group key associated with a list of corresponding values.
 * @return The [destination] map.
 * @sample samples.collections.Collections.Transformations.groupBy
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <K, V, M : MutableMap<in K, MutableList<V>>> ULongArray.groupByTo(destination: M, keySelector: (ULong) -> K, valueTransform: (ULong) -> V): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) {
            ArrayList<V>()
        }
        list.add(valueTransform(element))
    }
    return destination
}

/**
 * Groups values returned by the [valueTransform] function applied to each element of the
 * original array by the key returned by the given [keySelector] function applied to the element
 * and puts to the [destination] map each group key associated with a list of corresponding values.
 * @return The [destination] map.
 * @sample samples.collections.Collections.Transformations.groupBy
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <K, V, M : MutableMap<in K, MutableList<V>>> UByteArray.groupByTo(destination: M, keySelector: (UByte) -> K, valueTransform: (UByte) -> V): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) {
            ArrayList<V>()
        }
        list.add(valueTransform(element))
    }
    return destination
}

/**
 * Groups values returned by the [valueTransform] function applied to each element of the
 * original array by the key returned by the given [keySelector] function applied to the element
 * and puts to the [destination] map each group key associated with a list of corresponding values.
 * @return The [destination] map.
 * @sample samples.collections.Collections.Transformations.groupBy
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <K, V, M : MutableMap<in K, MutableList<V>>> UShortArray.groupByTo(destination: M, keySelector: (UnsignedShort) -> K, valueTransform: (UnsignedShort) -> V): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) {
            ArrayList<V>()
        }
        list.add(valueTransform(element))
    }
    return destination
}

/**
 * Returns a list containing the results of applying the given [transform] function
 * to each element in the original array.
 * @sample samples.collections.Collections.Transformations.map
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R> UIntArray.map(transform: (UInt) -> R): List<R> {
    return mapTo(ArrayList<R>(size), transform)
}

/**
 * Returns a list containing the results of applying the given [transform] function
 * to each element in the original array.
 * @sample samples.collections.Collections.Transformations.map
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R> ULongArray.map(transform: (ULong) -> R): List<R> {
    return mapTo(ArrayList<R>(size), transform)
}

/**
 * Returns a list containing the results of applying the given [transform] function
 * to each element in the original array.
 * @sample samples.collections.Collections.Transformations.map
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R> UByteArray.map(transform: (UByte) -> R): List<R> {
    return mapTo(ArrayList<R>(size), transform)
}

/**
 * Returns a list containing the results of applying the given [transform] function
 * to each element in the original array.
 * @sample samples.collections.Collections.Transformations.map
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R> UShortArray.map(transform: (UnsignedShort) -> R): List<R> {
    return mapTo(ArrayList<R>(size), transform)
}
**UByteArray.map(transform: (UByte) -> R): List<R>**

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R> UByteArray.map(transform: (UByte) -> R): List<R> {
    return mapTo(ArrayList<R>(size), transform)
}
```

* **Returns a list containing the results of applying the given [transform] function to each element in the original array.*

* **@param [transform] function that takes the index of an element and the element itself as arguments and returns the result of the transform applied to the element.*

**UShortArray.map(transform: (UShort) -> R): List<R>**

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R> UShortArray.map(transform: (UShort) -> R): List<R> {
    return mapTo(ArrayList<R>(size), transform)
}
```

* **Returns a list containing the results of applying the given [transform] function to each element and its index in the original array.*

* **@param [transform] function that takes the index of an element and the element itself as arguments and returns the result of the transform applied to the element.*

**UIntArray.mapIndexed(transform: (index: Int, UInt) -> R): List<R>**

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R> UIntArray.mapIndexed(transform: (index: Int, UInt) -> R): List<R> {
    return mapIndexedTo(ArrayList<R>(size), transform)
}
```

* **Returns a list containing the results of applying the given [transform] function to each element and its index in the original array.*

**ULongArray.mapIndexed(transform: (index: Int, ULong) -> R): List<R>**

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R> ULongArray.mapIndexed(transform: (index: Int, ULong) -> R): List<R> {
    return mapIndexedTo(ArrayList<R>(size), transform)
}
```

* **Returns a list containing the results of applying the given [transform] function to each element and its index in the original array.*

**UByteArray.mapIndexed(transform: (index: Int, UByte) -> R): List<R>**

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R> UByteArray.mapIndexed(transform: (index: Int, UByte) -> R): List<R> {
    return mapIndexedTo(ArrayList<R>(size), transform)
}
```

* **Returns a list containing the results of applying the given [transform] function to each element and its index in the original array.*

**UShortArray.mapIndexed(transform: (index: Int, UShort) -> R): List<R>**

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R> UShortArray.mapIndexed(transform: (index: Int, UShort) -> R): List<R> {
    return mapIndexedTo(ArrayList<R>(size), transform)
}
```

* **Returns a list containing the results of applying the given [transform] function to each element and its index in the original array.*

**MutableCollection.mapIndexedTo(destination: C, transform: (index: Int, N) -> R): C**

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R, C : MutableCollection<in R>> UIntArray.mapIndexedTo(destination: C, transform: (index: Int, UInt) -> R): C {
    var index = 0
    for (item in this)
        destination.add(transform(index++, item))
    return destination
}
```

* **Applies the given [transform] function to each element and its index in the original array and appends the results to the given [destination].**

**MutableCollection.mapIndexedTo(destination: C, transform: (index: Int, N) -> R): C**

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R, C : MutableCollection<in R>> ULongArray.mapIndexedTo(destination: C, transform: (index: Int, ULong) -> R): C {
    var index = 0
    for (item in this)
        destination.add(transform(index++, item))
    return destination
}
```

* **Applies the given [transform] function to each element and its index in the original array and appends the results to the given [destination].**

**MutableCollection.mapIndexedTo(destination: C, transform: (index: Int, N) -> R): C**

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R, C : MutableCollection<in R>> UByteArray.mapIndexedTo(destination: C, transform: (index: Int, UByte) -> R): C {
    var index = 0
    for (item in this)
        destination.add(transform(index++, item))
    return destination
}
```

* **Applies the given [transform] function to each element and its index in the original array and appends the results to the given [destination].**

**MutableCollection.mapIndexedTo(destination: C, transform: (index: Int, N) -> R): C**

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R, C :
MutableCollection<in R>> UShortArray.mapIndexedTo(destination: C, transform: (index: Int, UShort) -> R): C {
    var index = 0
    for (item in this)
        destination.add(transform(index++, item))
    return destination
}

/**
 * Applies the given [transform] function to each element of the original array
 * and appends the results to the given [destination].
 */
@SinceKotlin("1.3")@ExperimentalUnsignedTypes@kotlin.internal.InlineOnly
public inline fun <R, C : MutableCollection<in R>> UIntArray.mapTo(destination: C, transform: (UInt) -> R): C {
    for (item in this)
        destination.add(transform(item))
    return destination
}

/**
 * Applies the given [transform] function to each element of the original array
 * and appends the results to the given [destination].
 */
@SinceKotlin("1.3")@ExperimentalUnsignedTypes@kotlin.internal.InlineOnly
public inline fun <R, C : MutableCollection<in R>> ULongArray.mapTo(destination: C, transform: (ULong) -> R): C {
    for (item in this)
        destination.add(transform(item))
    return destination
}

/**
 * Applies the given [transform] function to each element of the original array
 * and appends the results to the given [destination].
 */
@SinceKotlin("1.3")@ExperimentalUnsignedTypes@kotlin.internal.InlineOnly
public inline fun <R, C : MutableCollection<in R>> UByteArray.mapTo(destination: C, transform: (UByte) -> R): C {
    for (item in this)
        destination.add(transform(item))
    return destination
}

/**
 * Applies the given [transform] function to each element of the original array
 * and appends the results to the given [destination].
 */
@SinceKotlin("1.3")@ExperimentalUnsignedTypes@kotlin.internal.InlineOnly
public inline fun <R, C : MutableCollection<in R>> UShortArray.mapTo(destination: C, transform: (UShort) -> R): C {
    for (item in this)
        destination.add(transform(item))
    return destination
}

/**
 * Returns a lazy [Iterable] that wraps each element of the original array
 * into an [IndexedValue] containing the index of that element and the element itself.
 */
@SinceKotlin("1.3")@ExperimentalUnsignedTypes@kotlin.internal.InlineOnly
public fun UIntArray.withIndex(): Iterable<IndexedValue<UInt>> {
    return IndexingIterable { iterator() }
}

/**
 * Returns a lazy [Iterable] that wraps each element of the original array
 * into an [IndexedValue] containing the index of that element and the element itself.
 */
@SinceKotlin("1.3")@ExperimentalUnsignedTypes@kotlin.internal.InlineOnly
public fun ULongArray.withIndex(): Iterable<IndexedValue<ULong>> {
    return IndexingIterable { iterator() }
}

/**
 * Returns a lazy [Iterable] that wraps each element of the original array
 * into an [IndexedValue] containing the index of that element and the element itself.
 */
@SinceKotlin("1.3")@ExperimentalUnsignedTypes@kotlin.internal.InlineOnly
public fun UByteArray.withIndex(): Iterable<IndexedValue<UByte>> {
    return IndexingIterable { iterator() }
}

/**
 * Returns a lazy [Iterable] that wraps each element of the original array
 * into an [IndexedValue] containing the index of that element and the element itself.
 */
@SinceKotlin("1.3")@ExperimentalUnsignedTypes@kotlin.internal.InlineOnly
public fun UShortArray.withIndex(): Iterable<IndexedValue<UShort>> {
    return IndexingIterable { iterator() }
}

/**
 * Returns `true` if all elements match the given [predicate].
 */
@SinceKotlin("1.3")@ExperimentalUnsignedTypes@kotlin.internal.InlineOnly
@kotlin.internal.InlineOnly
public inline fun UIntArray.all(predicate: (UInt) -> Boolean): Boolean {
    for (element in this) if (!predicate(element)) return false
    return true
}

/**
 * Returns `true` if all elements match the given [predicate].
 */
@SinceKotlin("1.3")@ExperimentalUnsignedTypes@kotlin.internal.InlineOnly
@kotlin.internal.InlineOnly
public inline fun ULongArray.all(predicate: (ULong) -> Boolean): Boolean {
    for (element in this) if (!predicate(element)) return false
    return true
}

/**
 * Returns `true` if all elements match the given [predicate].
 */
@SinceKotlin("1.3")@ExperimentalUnsignedTypes@kotlin.internal.InlineOnly
@kotlin.internal.InlineOnly
public inline fun UByteArray.all(predicate: (UByte) -> Boolean): Boolean {
    for (element in this) if (!predicate(element)) return false
    return true
}

/**
 * Returns `true` if all elements match the given [predicate].
 */
@SinceKotlin("1.3")@ExperimentalUnsignedTypes@kotlin.internal.InlineOnly
@kotlin.internal.InlineOnly
public inline fun UShortArray.all(predicate: (UShort) -> Boolean): Boolean {
    for (element in this) if (!predicate(element)) return false
    return true
}

/**
 * Returns `true` if array has at least one element.
 */
@SinceKotlin("1.3")@ExperimentalUnsignedTypes@kotlin.internal.InlineOnly
@kotlin.internal.InlineOnly
public inline fun UIntArray.any(predicate: (UInt) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return true
    return false
}

/**
 * Returns `true` if array has at least one element.
 */
@SinceKotlin("1.3")@ExperimentalUnsignedTypes@kotlin.internal.InlineOnly
@kotlin.internal.InlineOnly
public inline fun ULongArray.any(predicate: (ULong) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return true
    return false
}

/**
 * Returns `true` if array has at least one element.
 */
@SinceKotlin("1.3")@ExperimentalUnsignedTypes@kotlin.internal.InlineOnly
@kotlin.internal.InlineOnly
public inline fun UByteArray.any(predicate: (UByte) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return true
    return false
}

/**
 * Returns `true` if array has at least one element.
 */
@SinceKotlin("1.3")@ExperimentalUnsignedTypes@kotlin.internal.InlineOnly
@kotlin.internal.InlineOnly
public inline fun UShortArray.any(predicate: (UShort) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return true
    return false
}

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@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.any(): Boolean {
    return storage.any()
}

/**
 * Returns `true` if array has at least one element.

 * @sample samples.collections.Collections.Aggregates.any
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.any(): Boolean {
    return storage.any()
}

/**
 * Returns `true` if array has at least one element.

 * @sample samples.collections.Collections.Aggregates.any
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.any(): Boolean {
    return storage.any()
}

/**
 * Returns `true` if array has at least one element.

 * @sample samples.collections.Collections.Aggregates.any
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.any(): Boolean {
    return storage.any()
}

/**
 * Returns `true` if at least one element matches the given [predicate].

 * @sample samples.collections.Collections.Aggregates.anyWithPredicate
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.any(predicate: (UInt) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return true
    return false
}

/**
 * Returns `true` if at least one element matches the given [predicate].

 * @sample samples.collections.Collections.Aggregates.anyWithPredicate
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.any(predicate: (ULong) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return true
    return false
}

/**
 * Returns `true` if at least one element matches the given [predicate].

 * @sample samples.collections.Collections.Aggregates.anyWithPredicate
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.any(predicate: (UByte) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return true
    return false
}

/**
 * Returns `true` if at least one element matches the given [predicate].

 * @sample samples.collections.Collections.Aggregates.anyWithPredicate
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.any(predicate: (UShort) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return true
    return false
}

/**
 * Returns the number of elements matching the given [predicate].

 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.count(predicate: (UInt) -> Boolean): Int {
    var count = 0
    for (element in this) if (predicate(element)) ++count
    return count
}

/**
 * Returns the number of elements matching the given [predicate].

 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.count(predicate: (ULong) -> Boolean): Int {
    var count = 0
    for (element in this) if (predicate(element)) ++count
    return count
}

/**
 * Returns the number of elements matching the given [predicate].

 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.count(predicate: (UByte) -> Boolean): Int {
    var count = 0
    for (element in this) if (predicate(element)) ++count
    return count
}

/**
 * Returns the number of elements matching the given [predicate].

 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.count(predicate: (UShort) -> Boolean): Int {
    var count = 0
    for (element in this) if (predicate(element)) ++count
    return count
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from left to right to current accumulator value and each element.

 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R> UIntArray.fold(initial: R, operation: (acc: R, UInt) -> R): R {
    var accumulator = initial
    for (element in this) accumulator = operation(accumulator, element)
    return accumulator
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from left to right to current accumulator value and each element.

 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R> ULongArray.fold(initial: R, operation: (acc: R, ULong) -> R): R {
    var accumulator = initial
    for (element in this) accumulator = operation(accumulator, element)
    return accumulator
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from left to right to current accumulator value and each element.

 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R> UByteArray.fold(initial: R, operation: (acc: R, UByte) -> R): R {
    var accumulator = initial
    for (element in this) accumulator = operation(accumulator, element)
    return accumulator
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from left to right to current accumulator value and each element.

 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
    var accumulator = initial
    for (element in this) accumulator = operation(accumulator, element)
    return accumulator
}
fun <R> UByteArray.fold(initial: R, operation: (acc: R, UByte) -> R): R {
    var accumulator = initial
    for (element in this) accumulator = operation(accumulator, element)
    return accumulator
}

    var accumulator = initial
    for (element in this) accumulator = operation(accumulator, element)
    return accumulator
}

fun <R> UByteArray.foldIndexed(initial: R, operation: (index: Int, acc: R, UByte) -> R): R {
    var index = 0
    var accumulator = initial
    for (element in this) accumulator = operation(index++, accumulator, element)
    return accumulator
}

    var index = 0
    var accumulator = initial
    for (element in this) accumulator = operation(index++, accumulator, element)
    return accumulator
}

fun <R> UIntArray.foldIndexed(initial: R, operation: (index: Int, acc: R, UInt) -> R): R {
    var index = 0
    var accumulator = initial
    for (element in this) accumulator = operation(index++, accumulator, element)
    return accumulator
}

fun <R> ULongArray.foldIndexed(initial: R, operation: (index: Int, acc: R, ULong) -> R): R {
    var index = 0
    var accumulator = initial
    for (element in this) accumulator = operation(index++, accumulator, element)
    return accumulator
}

fun <R> UIntArray.foldRight(initial: R, operation: ( UInt, acc: R) -> R): R {
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}

fun <R> ULongArray.foldRight(initial: R, operation: ( ULong, acc: R) -> R): R {
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}

fun <R> UByteArray.foldRight(initial: R, operation: (UByte, acc: R) -> R): R {
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}

fun <R> UShortArray.foldRight(initial: R, operation: (UShort, acc: R) -> R): R {
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}
accumulator = initial
while (index >= 0) {
    accumulator = operation(get(index--), accumulator)
}

return accumulator

/**
   * Accumulates value starting with [initial] value and applying [operation] from right to left to each element and current accumulator value.
   *
   */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R> UShortArray.foldRight(initial: R, operation: (UShort, acc: R) -> R): R {
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}

/**
   * Accumulates value starting with [initial] value and applying [operation] from right to left to each element with its index in the original array and current accumulator value.
   *
   */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R>
UIntArray.foldRightIndexed(initial: R, operation: (Int, UInt, acc: R) -> R): R {
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
        --index
    }
    return accumulator
}

/**
   * Accumulates value starting with [initial] value and applying [operation] from right to left to each element with its index in the original array and current accumulator value.
   *
   */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R>
ULongArray.foldRightIndexed(initial: R, operation: (Int, ULong, acc: R) -> R): R {
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
        --index
    }
    return accumulator
}

/**
   * Accumulates value starting with [initial] value and applying [operation] from right to left to each element with its index in the original array and current accumulator value.
   *
   */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R>
UByteArray.foldRightIndexed(initial: R, operation: (Int, UByte, acc: R) -> R): R {
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
        --index
    }
    return accumulator
}

/**
   * Accumulates value starting with [initial] value and applying [operation] from right to left to each element with its index in the original array and current accumulator value.
   *
   */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R>
UShortArray.foldRightIndexed(initial: R, operation: (Int, UShort, acc: R) -> R): R {
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
        --index
    }
    return accumulator
}

/**
   * Performs the given [action] on each element.
   *
   */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.forEach(action: (UInt) -> Unit): Unit {
    for (element in this) action(element)
}

/**
   * Performs the given [action] on each element.
   *
   */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.forEach(action: (ULong) -> Unit): Unit {
    for (element in this) action(element)
}

/**
   * Performs the given [action] on each element.
   *
   */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.forEach(action: (UByte) -> Unit): Unit {
    for (element in this) action(element)
}

/**
   * Performs the given [action] on each element, providing sequential index with the element.
   *
   */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.forEach(action: (UShort) -> Unit): Unit {
    for (element in this) action(element)
element.

```kotlin
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun UIntArray.forEachIndexed(action: (index: Int, UInt) -> Unit): Unit {
    var index = 0
    for (item in this)
        action(index++, item)
}

@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun ULongArray.forEachIndexed(action: (index: Int, ULong) -> Unit): Unit {
    var index = 0
    for (item in this)
        action(index++, item)
}

@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun UByteArray.forEachIndexed(action: (index: Int, UByte) -> Unit): Unit {
    var index = 0
    for (item in this)
        action(index++, item)
}

@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun UShortArray.forEachIndexed(action: (index: Int, UShort) -> Unit): Unit {
    var index = 0
    for (item in this)
        action(index++, item)
}

@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public fun UIntArray.max(): UInt? {
    if (isEmpty())
        return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (max < e) max = e
    }
    return max
}

@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public fun ULongArray.max(): ULong? {
    if (isEmpty())
        return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (max < e) max = e
    }
    return max
}

@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public fun UByteArray.max(): UByte? {
    if (isEmpty())
        return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (max < e) max = e
    }
    return max
}

@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public fun UShortArray.max(): UShort? {
    if (isEmpty())
        return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (max < e) max = e
    }
    return max
}
```

```kotlin
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun <R : Comparable<R>> UIntArray.maxBy(selector: (UInt) -> R): UInt? {
    if (isEmpty())
        return null
    var maxElem = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0)
        return maxElem
    var maxValue = selector(maxElem)
    for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (maxValue < v) {
            maxElem = e
            maxValue = v
        }
    }
    return maxElem
}

@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun <R : Comparable<R>> ULongArray.maxBy(selector: (ULong) -> R): ULong? {
    if (isEmpty())
        return null
    var maxElem = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0)
        return maxElem
    var maxValue = selector(maxElem)
    for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (maxValue < v) {
            maxElem = e
            maxValue = v
        }
    }
    return maxElem
}

@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun <R : Comparable<R>> UByteArray.maxBy(selector: (UByte) -> R): UByte? {
    if (isEmpty())
        return null
    var maxElem = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0)
        return maxElem
    var maxValue = selector(maxElem)
    for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (maxValue < v) {
            maxElem = e
            maxValue = v
        }
    }
    return maxElem
}
```

```kotlin
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun <R : Comparable<R>> UShortArray.maxBy(selector: (UShort) -> R): UShort? {
    if (isEmpty())
        return null
    var maxElem = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0)
        return maxElem
    var maxValue = selector(maxElem)
    for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (maxValue < v) {
            maxElem = e
            maxValue = v
        }
    }
    return maxElem
}
```

```kotlin
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun <R : Comparable<R>> UByteArray.maxBy(selector: (UByte) -> R): UByte? {
    if (isEmpty())
        return null
    var maxElem = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0)
        return maxElem
    var maxValue = selector(maxElem)
    for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (maxValue < v) {
            maxElem = e
            maxValue = v
        }
    }
    return maxElem
}
```

```kotlin
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun <R : Comparable<R>> UShortArray.maxBy(selector: (UShort) -> R): UShort? {
    if (isEmpty())
        return null
    var maxElem = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0)
        return maxElem
    var maxValue = selector(maxElem)
    for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (maxValue < v) {
            maxElem = e
            maxValue = v
        }
    }
    return maxElem
}
```

```kotlin
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun <R : Comparable<R>> UByteArray.maxBy(selector: (UByte) -> R): UByte? {
    if (isEmpty())
        return null
    var maxElem = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0)
        return maxElem
    var maxValue = selector(maxElem)
    for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (maxValue < v) {
            maxElem = e
            maxValue = v
        }
    }
    return maxElem
}
```
selector(maxElem)
  for (i in 1..lastIndex) {
    for (j in 0..lastIndex) {
      if (maxValue < v)
        maxElem = e
        maxValue = v
    }
  }
  return maxElem
}

/**
 * Returns the first element yielding the largest value of the given function or `null` if there are no elements.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R : Comparable<R>> UShortArray.maxBy(selector: (UShort) -> R): UShort? {
  var maxElem = this[0]
  var lastIndex = this.lastIndex
  if (lastIndex == 0) return maxElem
  var maxValue = selector(maxElem)
  for (i in 1..lastIndex) {
    var e = this[i]
    var v = selector(e)
    if (maxValue < v)
      maxElem = e
      maxValue = v
  }
  return maxElem
}

/**
 * Returns the first element having the largest value according to the provided [comparator] or `null` if there are no elements.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UByteArray.maxWith(comparator: Comparator<in UByte>): UByte? {
  var max = this[0]
  for (i in 1..lastIndex) {
    val e = this[i]
    if (comparator.compare(max, e) < 0) max = e
  }
  return max
}

/**
 * Returns the first element yielding the smallest value of the given function or `null` if there are no elements.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R : Comparable<R>> UIntArray.minBy(selector: (UInt) -> R): UInt? {
  var minElem = this[0]
  var lastIndex = this.lastIndex
  if (lastIndex == 0) return minElem
  var minValue = selector(minElem)
  for (i in 1..lastIndex) {
    var e = this[i]
    var v = selector(e)
    if (minValue > v)
      minElem = e
      minValue = v
  }
  return minElem
}
minElem = this[0]
val lastIndex = this.lastIndex
for (i in 1..lastIndex) {
    val e = this[i]
    val v = selector(e)
    if (minValue > v) {
        minElem = e
        minValue = v
    }
}

/**
 * Returns the first element yielding the smallest value of the given function or `null` if there are no elements.
 * 
 * @see @sample samples.collections.Aggregates.minBy
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R : Comparable<R>> UByteArray.minBy(selector: (UByte) -> R): UByte? {
    if (isEmpty()) return null
    var minElem = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return minElem
    var minValue = selector(minElem)
    for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (minValue > v) {
            minElem = e
            minValue = v
        }
    }
    return minElem
}

/**
 * Returns the first element yielding the smallest value of the given function or `null` if there are no elements.
 * 
 * @see @sample samples.collections.Aggregates.minBy
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R : Comparable<R>> UShortArray.minBy(selector: (UShort) -> R): UShort? {
    if (isEmpty()) return null
    var minElem = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return minElem
    var minValue = selector(minElem)
    for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (minValue > v) {
            minElem = e
            minValue = v
        }
    }
    return minElem
}

/**
 * Returns the first element having the smallest value according to the provided [comparator] or `null` if there are no elements.
 * 
 * @see @sample samples.collections.Aggregates.minWith
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UIntArray.minWith(comparator: Comparator<in UInt>): UInt? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(min, e) > 0) min = e
    }
    return min
}

/**
 * Returns the first element having the smallest value according to the provided [comparator] or `null` if there are no elements.
 * 
 * @see @sample samples.collections.Aggregates.minWith
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun ULongArray.minWith(comparator: Comparator<in ULong>): ULong? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(min, e) > 0) min = e
    }
    return min
}

/**
 * Returns the first element having the smallest value according to the provided [comparator] or `null` if there are no elements.
 * 
 * @see @sample samples.collections.Aggregates.minWith
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UByteArray.minWith(comparator: Comparator<in UByte>): UByte? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(min, e) > 0) min = e
    }
    return min
}

/**
 * Returns the first element having the smallest value according to the provided [comparator] or `null` if there are no elements.
 * 
 * @see @sample samples.collections.Aggregates.minWith
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UShortArray.minWith(comparator: Comparator<in UShort>): UShort? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(min, e) > 0) min = e
    }
    return min
}

/**
 * Returns `true` if the array has no elements.
 * 
 * @see samples.collections.Aggregates.none
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.none(): Boolean {
    return isEmpty()
}

/**
 * Returns `true` if the array has no elements.
 * 
 * @see samples.collections.Aggregates.none
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.none(): Boolean {
    return isEmpty()
}

/**
 * Returns `true` if no elements match the given [predicate].
 * 
 * @see samples.collections.Aggregates.noneWithPredicate
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.none(predicate: (UByte) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return
false
    return true
}

/**
 * Returns `true` if no elements match the given [predicate].
 * @sample samples.collections.Collections.Aggregates.noneWithPredicate
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
LongArray.none(predicate: (Long) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return
    return true
}

/**
 * Returns `true` if no elements match the given [predicate].
 * @sample samples.collections.Collections.Aggregates.noneWithPredicate
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
ByteArray.none(predicate: (Byte) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return
    return true
}

/**
 * Returns `true` if no elements match the given [predicate].
 * @sample samples.collections.Collections.Aggregates.noneWithPredicate
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
CharArray.none(predicate: (Char) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return
    return true
}

/**
 * Returns `true` if no elements match the given [predicate].
 * @sample samples.collections.Collections.Aggregates.noneWithPredicate
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
ShortArray.none(predicate: (Short) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return
    return true
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right to current accumulator value and each element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
IntArray.reduce(operation: (acc: Int, Int) -> Int): Int {
    if (isEmpty())
        throw
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right to current accumulator value and each element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
LongArray.reduce(operation: (acc: Long, Long) -> Long): Long {
    if (isEmpty())
        throw
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right to current accumulator value and each element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
CharArray.reduce(operation: (acc: Char, Char) -> Char): Char {
    if (isEmpty())
        throw
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right to current accumulator value and each element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
ByteArray.reduce(operation: (acc: Byte, Byte) -> Byte): Byte {
    if (isEmpty())
        throw
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right to current accumulator value and each element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
ShortArray.reduce(operation: (acc: Short, Short) -> Short): Short {
    if (isEmpty())
        throw
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right to current accumulator value and each element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
IntArray.reduceIndexed(operation: (index: Int, acc: Int, Int) -> Int): Int {
    if (isEmpty())
        throw
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(index, accumulator, this[index])
    }
    return
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right to current accumulator value and each element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
    if (isEmpty())
        throw
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(index, accumulator, this[index])
    }
    return
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right to current accumulator value and each element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
CharArray.reduceIndexed(operation: (index: Int, acc: Char, Char) -> Char): Char {
    if (isEmpty())
        throw
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(index, accumulator, this[index])
    }
    return
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right to current accumulator value and each element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
ByteArray.reduceIndexed(operation: (index: Int, acc: Byte, Byte) -> Byte): Byte {
    if (isEmpty())
        throw
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(index, accumulator, this[index])
    }
    return
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right to current accumulator value and each element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
ShortArray.reduceIndexed(operation: (index: Int, acc: Short, Short) -> Short): Short {
    if (isEmpty())
        throw
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(index, accumulator, this[index])
    }
    return
}
ULongArray.reduceIndexed(operation: (index: Int, acc: ULong, ULong) -> ULong): ULong { ln if (isEmpty()) throw UnsupportedOperationException("Empty array can't be reduced.")\n var accumulator = this[0] for (index in 1..lastIndex) {\n accumulator = operation(index, accumulator, this[index])\n }\n return accumulator\n}/* Returns accumulated value starting with the first element and applying [operation] from left to right\n * to current accumulator value and each element with its index in the original array.\n * @param [operation] function that takes the index of an element, current accumulator value\n * and the element itself and calculates the next accumulator value.\n */

@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UByteArray.reduceIndexed(operation: (index: Int, acc: UByte, UByte) -> UByte): UByte { ln if (isEmpty()) throw UnsupportedOperationException("Empty array can't be reduced.")\n var accumulator = this[0] for (index in 1..lastIndex) {\n accumulator = operation(index, accumulator, this[index])\n }\n return accumulator\n}/* Returns accumulated value starting with last element and applying [operation] from right to left\n * to current accumulator value and each element with its index in the original array.\n * @param [operation] function that takes the index of an element, current accumulator value\n * and the element itself and calculates the next accumulator value.\n */

@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UShortArray.reduceIndexed(operation: (index: Int, acc: UShort, UShort) -> UShort): UShort { ln if (isEmpty()) throw UnsupportedOperationException("Empty array can't be reduced.")\n var accumulator = this[0] for (index in 1..lastIndex) {\n accumulator = operation(index, accumulator, this[index])\n }\n return accumulator\n}/* Returns accumulated value starting with last element and applying [operation] from right to left\n * to current accumulator value and each element with its index in the original array.\n * @param [operation] function that takes the index of an element, current accumulator value\n * and the element itself and calculates the next accumulator value.\n */

@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UIntArray.reduceRight(operation: (UInt, acc: UInt) -> UInt): UInt {\n var index = lastIndex\n if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")\n var accumulator = get(index--)\n while (index >= 0) {\n accumulator = operation(get(index--), accumulator)\n }\n return accumulator\n}/* Returns accumulated value starting with last element and applying [operation] from right to left\n * to current accumulator value and each element with its index in the original array.\n * @param [operation] function that takes the index of an element, current accumulator value\n * and the element itself and calculates the next accumulator value.\n */

@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UByteArray.reduceRight(operation: (UByte, acc: UByte) -> UByte): UByte {\n var index = lastIndex\n if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")\n var accumulator = get(index--)\n while (index >= 0) {\n accumulator = operation(get(index--), accumulator)\n }\n return accumulator\n}/* Returns accumulated value starting with last element and applying [operation] from right to left\n * to current accumulator value and each element with its index in the original array.\n * @param [operation] function that takes the index of an element, current accumulator value\n * and the element itself and calculates the next accumulator value.\n */

@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UShortArray.reduceRight(operation: (UShort, acc: UShort) -> UShort): UShort {\n var index = lastIndex\n if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")\n var accumulator = get(index--)\n while (index >= 0) {\n accumulator = operation(get(index--), accumulator)\n }\n return accumulator\n}/* Returns accumulated value starting with last element and applying [operation] from right to left\n * to current accumulator value and each element with its index in the original array.\n * @param [operation] function that takes the index of an element, current accumulator value\n * and the element itself and calculates the next accumulator value.\n */

@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UIntArray.reduceRightIndexed(operation: (index: Int, UInt, acc: UInt) -> UInt):(UInt) { 
    var index = lastIndex 
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
        --index
    }
    return accumulator
} * @param [operation] function that takes the index of an element, the element itself &* and current accumulator value, and calculates the next accumulator value.

*<@SinceKotlin("1.3")> *@ExperimentalUnsignedTypes @kotlin.internal.InlineOnly *public inline fun *ULongArray.reduceRightIndexed(operation: (index: Int, ULong, acc: ULong) -> ULong): ULong { 
    var index = lastIndex 
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
        --index
    }
    return accumulator
} * @param [operation] function that takes the index of an element, the element itself &* and current accumulator value, and calculates the next accumulator value.

*<@SinceKotlin("1.3")> *@ExperimentalUnsignedTypes @kotlin.internal.InlineOnly *public inline fun *UByteArray.reduceRightIndexed(operation: (index: Int, UByte, acc: UByte) -> UByte): UByte { 
    var index = lastIndex 
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
        --index
    }
    return accumulator
} * @param [operation] function that takes the index of an element, the element itself &* and current accumulator value, and calculates the next accumulator value.

*<@SinceKotlin("1.3")> *@ExperimentalUnsignedTypes @kotlin.internal.InlineOnly *public inline fun *UShortArray.reduceRightIndexed(operation: (index: Int, UShort, acc: UShort) -> UShort): UShort { 
    var index = lastIndex 
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
        --index
    }
    return accumulator
} * @param [operation] function that takes the index of an element, the element itself &* and current accumulator value, and calculates the next accumulator value.

*<@SinceKotlin("1.3")> *@ExperimentalUnsignedTypes @kotlin.internal.InlineOnly *public inline fun *UIntArray.sumBy(selector: (UInt) -> UInt): UInt { 
    var sum: UInt = 0u 
    for (element in this) {
        sum += selector(element)
    }
    return sum
} * @param [selector] function applied to each element in the array.

*<@SinceKotlin("1.3")> *@ExperimentalUnsignedTypes @kotlin.internal.InlineOnly *public inline fun *ULongArray.sumBy(selector: (ULong) -> UInt): UInt { 
    var sum: UInt = 0u 
    for (element in this) {
        sum += selector(element)
    }
    return sum
} * @param [selector] function applied to each element in the array.

*<@SinceKotlin("1.3")> *@ExperimentalUnsignedTypes @kotlin.internal.InlineOnly *public inline fun *UByteArray.sumBy(selector: (UByte) -> UInt): UInt { 
    var sum: UInt = 0u 
    for (element in this) {
        sum += selector(element)
    }
    return sum
} * @param [selector] function applied to each element in the array.

*<@SinceKotlin("1.3")> *@ExperimentalUnsignedTypes @kotlin.internal.InlineOnly *public inline fun *UShortArray.sumBy(selector: (UShort) -> UInt): UInt { 
    var sum: UInt = 0u 
    for (element in this) {
        sum += selector(element)
    }
    return sum
} * @param [selector] function applied to each element in the array.

*<@SinceKotlin("1.3")> *@ExperimentalUnsignedTypes @kotlin.internal.InlineOnly *public inline fun *UIntArray.sumByDouble(selector: (UInt) -> Double): Double { 
    var sum: Double = 0.0
    for (element in this) {
        sum += selector(element)
    }
    return sum
} * @param [selector] function applied to each element in the array.
[selector] function applied to each element in the array.

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.sumByDouble(selector: (ULong) -> Double): Double {
    var sum: Double = 0.0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}
```

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.sumByDouble(selector: (UByte) -> Double): Double {
    var sum: Double = 0.0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}
```

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.sumByDouble(selector: (UShort) -> Double): Double {
    var sum: Double = 0.0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}
```

```kotlin
public infix fun <R> UIntArray.zip(other: Array<out R>): List<Pair<UInt, R>> {
    return zip(other) { t1, t2 -> t1 to t2 }
}
```

```kotlin
public infix fun <R> ULongArray.zip(other: Array<out R>): List<Pair<ULong, R>> {
    return zip(other) { t1, t2 -> t1 to t2 }
}
```

```kotlin
public infix fun <R> UByteArray.zip(other: Array<out R>): List<Pair<UByte, R>> {
    return zip(other) { t1, t2 -> t1 to t2 }
}
```

```kotlin
public infix fun <R> UShortArray.zip(other: Array<out R>): List<Pair<UShort, R>> {
    return zip(other) { t1, t2 -> t1 to t2 }
}
```

```kotlin
public inline fun <R, V> UIntArray.zip(other: Array<out R>, transform: (a: UInt, b: R) -> V): List<V> {
    val size = minOf(size, other.size)
    val list = ArrayList<V>(size)
    for (i in 0 until size) {
        list.add(transform(this[i], other[i]))
    }
    return list
}
```

```kotlin
public inline fun <R, V> ULongArray.zip(other: Array<out R>, transform: (a: ULong, b: R) -> V): List<V> {
    val size = minOf(size, other.size)
    val list = ArrayList<V>(size)
    for (i in 0 until size) {
        list.add(transform(this[i], other[i]))
    }
    return list
}
```

```kotlin
public inline fun <R, V> UByteArray.zip(other: Array<out R>, transform: (a: UByte, b: R) -> V): List<V> {
    val size = minOf(size, other.size)
    val list = ArrayList<V>(size)
    for (i in 0 until size) {
        list.add(transform(this[i], other[i]))
    }
    return list
}
```

```kotlin
    val size = minOf(size, other.size)
    val list = ArrayList<V>(size)
    for (i in 0 until size) {
        list.add(transform(this[i], other[i]))
    }
    return list
}
```
Returns a list of values built from the elements of `this` array and the [other] array with the same index in *using the provided [transform] function applied to each pair of elements.*

The returned list has length of the shortest collection.

* The returned list has length of the shortest collection.

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* The returned list has length of the shortest collection.
public inline fun <R, V>
UShortArray.zip(other: Iterable<R>, transform: (a: UShort, b: R) -> V): List<V> {
    val arraySize = size
    val list = ArrayList<V>(minOf(other.collectionSizeOrDefault(10), arraySize))
    var i = 0
    for (element in other) {
        if (i >= arraySize) break
        list.add(transform(this[i++], element))
    }
    return list
}

/**
 * Returns a list of pairs built from the elements of `this` array and the [other] array with the same index.
 * The returned list has length of the shortest collection.
 * @sample samples.collections.Iterables.Operations.zipIterable
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R, V>
UIntArray.zip(other: UIntArray, transform: (a: UInt, b: UInt) -> V): List<V> {
    val size = minOf(size, other.size)
    val list = ArrayList<V>(size)
    for (i in 0 until size) {
        list.add(transform(this[i], other[i]))
    }
    return list
}

/**
 * Returns a list of values built from the elements of `this` array and the [other] array with the same index
 * using the provided [transform] function applied to each pair of elements.
 * The returned list has length of the shortest array.
 * @sample samples.collections.Iterables.Operations.zipIterableWithTransform
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <V>
UByteArray.zip(other: UByteArray, transform: (a: UByte, b: UByte) -> V): List<V> {
    val size = minOf(size, other.size)
    val list = ArrayList<V>(size)
    for (i in 0 until size) {
        list.add(transform(this[i], other[i]))
    }
    return list
}

/**
 * Returns a list of values built from the elements of `this` array and the [other] array with the same index
 * using the provided [transform] function applied to each pair of elements.
 * The returned list has length of the shortest array.
 * @sample samples.collections.Iterables.Operations.zipIterableWithTransform
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <V>
    val size = minOf(size, other.size)
    val list = ArrayList<V>(size)
    for (i in 0 until size) {
        list.add(transform(this[i], other[i]))
    }
    return list
}
return sum

@kotlin.jvm.JvmName("sumOfUShort")
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun iterable<ushort>.sum(): uint {
    var sum: uint = 0u
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the collection.
 */
@kotlin.jvm.JvmName("sumOfUShort")
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun IntIterable.sum(): Int {
    var sum: Int = 0
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the collection.

 return sum

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 */

@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("UComparisonsKt")

package kotlin.comparisons

//
// NOTE: THIS FILE IS AUTO-GENERATED by the GenerateStandardLib.kt
// See: https://github.com/JetBrains/kotlin/tree/master/libraries/stdlib

import kotlin.random.*

/**
 * Returns the greater of two values.

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 */

@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("URangesKt")

package kotlin.ranges

//
// NOTE: THIS FILE IS AUTO-GENERATED by the GenerateStandardLib.kt
// See: https://github.com/JetBrains/kotlin/tree/master/libraries/stdlib

import kotlin.random.*

/**
 * Returns a random element from this range.

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 */

@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("URangesKt")

package kotlin.ranges

//
// NOTE: THIS FILE IS AUTO-GENERATED by the GenerateStandardLib.kt
// See: https://github.com/JetBrains/kotlin/tree/master/libraries/stdlib

import kotlin.random.*

/**
 * Returns a random element from this range.

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 */

@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("URangesKt")

package kotlin.ranges

//
// NOTE: THIS FILE IS AUTO-GENERATED by the GenerateStandardLib.kt
// See: https://github.com/JetBrains/kotlin/tree/master/libraries/stdlib

import kotlin.random.*

/**
 * Returns a random element from this range.

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 */

@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("URangesKt")

package kotlin.ranges

//
// NOTE: THIS FILE IS AUTO-GENERATED by the GenerateStandardLib.kt
// See: https://github.com/JetBrains/kotlin/tree/master/libraries/stdlib

import kotlin.random.*

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 * Returns a random element from this range.

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 */

@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("URangesKt")

package kotlin.ranges

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 */

@file:kotlin.jvm.JvmMultifileClass
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package kotlin.ranges

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// NOTE: THIS FILE IS AUTO-GENERATED by the GenerateStandardLib.kt
// See: https://github.com/JetBrains/kotlin/tree/master/libraries/stdlib

import kotlin.random.*

/**
 * Returns a random element from this range.

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 */

@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("URangesKt")

package kotlin.ranges

//
// NOTE: THIS FILE IS AUTO-GENERATED by the GenerateStandardLib.kt
// See: https://github.com/JetBrains/kotlin/tree/master/libraries/stdlib

import kotlin.random.*

/**
 * Returns a random element from this range.

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 */

@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("URangesKt")

package kotlin.ranges

//
// NOTE: THIS FILE IS AUTO-GENERATED by the GenerateStandardLib.kt
// See: https://github.com/JetBrains/kotlin/tree/master/libraries/stdlib

import kotlin.random.*

/**
 * Returns a random element from this range.

 * Copyright 2010-2019 JetBrains s.r.o. and Kotlin Programming Language contributors.
 * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.
@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UIntRange.random(): UInt {
    return random(Random)
}

/**
 * Returns a random element from this range.
 * @throws IllegalArgumentException if this range is empty.
 */
@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly
public inline fun ULongRange.random(): ULong {
    return random(Random)
}

/**
 * Returns a random element from this range using the specified source of randomness.
 * @throws IllegalArgumentException if this range is empty.
 */
@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun UIntRange.random(random: Random): UInt {
    try {
        return random.nextUInt(this)
    } catch(e: IllegalArgumentException) {
        throw NoSuchElementException(e.message)
    }
}

/**
 * Returns a random element from this range using the specified source of randomness.
 * @throws IllegalArgumentException if this range is empty.
 */
@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun ULongRange.random(random: Random): ULong {
    try {
        return random.nextULong(this)
    } catch(e: IllegalArgumentException) {
        throw NoSuchElementException(e.message)
    }
}

/**
 * Returns `true` if this range contains the specified value.
 * Always returns `false` if the [value] is `null`.
 */
@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly
public inline operator fun UIntRange.contains(element: UInt?): Boolean {
    return element != null && contains(element)
}

/**
 * Returns `true` if this range contains the specified value.
 * Always returns `false` if the [value] is `null`.
 */
@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly
public inline operator fun ULongRange.contains(element: ULong?): Boolean {
    return element != null && contains(element)
}

/**
 * Checks if the specified value belongs to this range.
 */
@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes
public operator fun UIntRange.contains(value: UByte): Boolean {
    return contains(value.toUInt())
}

/**
 * Checks if the specified value belongs to this range.
 */
@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes
public operator fun ULongRange.contains(value: UShort): Boolean {
    return contains(value.toULong())
}

/**
 * Checks if the specified value belongs to this range.
 */
@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes
public operator fun ULongRange.contains(value: ULong): Boolean {
    return contains(value.toULong())
}

/**
 * Checks if the specified value belongs to this range.
 */
@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes
public operator fun UIntRange.contains(value: ULong): Boolean {
    return (value shr UInt.SIZE_BITS) == 0uL && contains(value.toUInt())
}

/**
 * Checks if the specified value belongs to this range.
 */
@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes
public operator fun UIntRange.contains(value: UInt): Boolean {
    return contains(value.toUInt())
}

/**
 * Checks if the specified value belongs to this range.
 */
@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes
public operator fun ULongRange.contains(value: UByte): Boolean {
    return contains(value.toULong())
}

/**
 * Checks if the specified value belongs to this range.
 */
@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes
public operator fun ULongRange.contains(value: UShort): Boolean {
    return contains(value.toULong())
}
*\@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic infix fun UShort.downTo(to: UShort): UIntProgression {
    return UIntProgression.fromClosedRange(this.toUInt(), to.toUInt(), -1u)
} * Returns a progression that goes over the same range in the opposite direction with the same step.

*\@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun UIntProgression.reversed(): UIntProgression {
    return UIntProgression.fromClosedRange(last, first, -step)
} * Returns a progression that goes over the same range in the opposite direction with the same step.

*\@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic infix fun ULongProgression.reversed(): ULongProgression {
    return ULongProgression.fromClosedRange(last, first, -step)
} * Returns a progression that goes over the same range with the given step.

*\@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic infix fun UIntProgression.step(step: Int): UIntProgression {
    checkStepIsPositive(step > 0, step)
    return UIntProgression.fromClosedRange(first, last, if (this.step > 0) step else -step)
} * Returns a range from this value up to but excluding the specified [to] value.

*\@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic infix fun UByte.until(to: UByte): UIntRange {
    if (to <= UByte.MIN_VALUE) return UIntRange.EMPTY
    return this.toUInt() .. (to - 1u).toUInt()
} * Returns a range from this value up to but excluding the specified [to] value.

*\@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic function UIntProgression until(to: UInt): UIntRange {
    if (to <= UInt.MIN_VALUE) return UIntRange.EMPTY
    return this .. (to - 1u).toUInt()
} * Returns a range from this value up to but excluding the specified [to] value.

*\@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic function ULongProgression until(to: ULong): ULongRange {
    if (to <= ULong.MIN_VALUE) return ULongRange.EMPTY
    return this .. (to - 1u).toULong()
} * Returns a range from this value up to but excluding the specified [to] value.

*\@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic function UByte.coerceAtLeast(minimumValue: UByte): UByte {
    return if (this < minimumValue) minimumValue else this
} * Ensures that this value is not less than the specified [minimumValue].

*\@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic function UShort.coerceAtLeast(minimumValue: UShort): UShort {
    return if (this < minimumValue) minimumValue else this
} * Ensures that this value is not less than the specified [minimumValue].

*\@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic function UInt.coerceAtLeast(minimumValue: UInt): UInt {
    return if (this < minimumValue) minimumValue else this
} * Ensures that this value is not less than the specified [minimumValue].

*\@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic function ULong.coerceAtLeast(minimumValue: ULong): ULong {
    return if (this < minimumValue) minimumValue else this
} * Ensures that this value is not less than the specified [minimumValue].

*\@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun UByte.coerceAtLeast(minimumValue: UByte): UByte {
    return if (this < minimumValue) minimumValue else this
} * Ensures that this value is not less than the specified [minimumValue].

*\@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun UShort.coerceAtLeast(minimumValue: UShort): UShort {
    return if (this < minimumValue) minimumValue else this
} * Ensures that this value is not less than the specified [minimumValue].

*\@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun UInt.coerceAtLeast(minimumValue: UInt): UInt {
    return if (this < minimumValue) minimumValue else this
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*\@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun ULong.coerceAtLeast(minimumValue: ULong): ULong {
    return if (this < minimumValue) minimumValue else this
} * Ensures that this value is not less than the specified [minimumValue].

*\@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun UByte.coerceAtLeast(minimumValue: UByte): UByte {
    return if (this < minimumValue) minimumValue else this
} * Ensures that this value is not less than the specified [minimumValue].

*\@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun UShort.coerceAtLeast(minimumValue: UShort): UShort {
    return if (this < minimumValue) minimumValue else this
} * Ensures that this value is not less than the specified [minimumValue].

*\@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun UInt.coerceAtLeast(minimumValue: UInt): UInt {
    return if (this < minimumValue) minimumValue else this
} * Ensures that this value is not less than the specified [minimumValue].

*\@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun ULong.coerceAtLeast(minimumValue: ULong): ULong {
    return if (this < minimumValue) minimumValue else this
} * Ensures that this value is not less than the specified [minimumValue].

*\@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun UByte.coerceAtLeast(minimumValue: UByte): UByte {
    return if (this < minimumValue) minimumValue else this
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*\@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun UShort.coerceAtLeast(minimumValue: UShort): UShort {
    return if (this < minimumValue) minimumValue else this
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*\@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun UInt.coerceAtLeast(minimumValue: UInt): UInt {
    return if (this < minimumValue) minimumValue else this
} * Ensures that this value is not less than the specified [minimumValue].

*\@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun ULong.coerceAtLeast(minimumValue: ULong): ULong {
    return if (this < minimumValue) minimumValue else this
} * Ensures that this value is not less than the specified [minimumValue].

*\@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun UByte.coerceAtLeast(minimumValue: UByte): UByte {
    return if (this < minimumValue) minimumValue else this
} * Ensures that this value is not less than the specified [minimumValue].

*\@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic function UIntProgression checkStepIsPositive(step: Int, step: Int): UIntProgression {
    return if (this.step > 0) step else -step)
} * Returns a progression that goes over the same range with the given step.

*\@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic function ULongProgression checkStepIsPositive(step: Long, step: Long): ULongProgression {
    return if (this.step > 0) step else -step)
} * Returns a progression that goes over the same range with the given step.

*\@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic function UByte Progression checkStepIsPositive(step: Int, step: Int): UIntProgression {
    return if (this.step > 0) step else -step)
} * Returns a progression that goes over the same range with the given step.

*\@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic function UShort Progression checkStepIsPositive(step: Int, step: Int): UIntProgression {
    return if (this.step > 0) step else -step)
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*\@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic function UIntProgression checkStepIsPositive(step: Int, step: Int): UIntProgression {
    return if (this.step > 0) step else -step)
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    return if (this.step > 0) step else -step)
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*\@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic function UByte Progression checkStepIsPositive(step: Int, step: Int): UIntProgression {
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    return if (this.step > 0) step else -step)
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*\@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic function ULongProgression checkStepIsPositive(step: Long, step: Long): ULongProgression {
    return if (this.step > 0) step else -step)
} * Returns a progression that goes over the same range with the given step.
UShort): UShort {
    return if (this < minimumValue) minimumValue else this
}

/**
 * Ensures that this value is not greater than the specified 
 * [maximumValue].
 * 
 * @return this value if it's less than or equal to the 
 * [maximumValue] or the [maximumValue] otherwise.
 * 
 * @sample samples.comparisons.ComparableOps.coerceAtMostUnsigned
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UInt.coerceAtMost(maximumValue: UInt): UInt {
    return if (this > maximumValue) maximumValue else this
}

/**
 * Ensures that this value is not greater than the specified 
 * [maximumValue].
 * 
 * @return this value if it's less than or equal to the 
 * [maximumValue] or the [maximumValue] otherwise.
 * 
 * @sample samples.comparisons.ComparableOps.coerceAtMostUnsigned
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun ULong.coerceAtMost(maximumValue: ULong): ULong {
    return if (this > maximumValue) maximumValue else this
}

/**
 * Ensures that this value is not greater than the specified 
 * [maximumValue].
 * 
 * @return this value if it's less than or equal to the 
 * [maximumValue] or the [maximumValue] otherwise.
 * 
 * @sample samples.comparisons.ComparableOps.coerceAtMostUnsigned
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UByte.coerceAtMost(maximumValue: UByte): UByte {
    return if (this > maximumValue) maximumValue else this
}

/**
 * Ensures that this value is not greater than the specified 
 * [maximumValue].
 * 
 * @return this value if it's less than or equal to the 
 * [maximumValue] or the [maximumValue] otherwise.
 * 
 * @sample samples.comparisons.ComparableOps.coerceAtMostUnsigned
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UShort.coerceAtMost(maximumValue: UShort): UShort {
    return if (this > maximumValue) maximumValue else this
}
public fun UShort.coerceIn(minimumValue: UShort, maximumValue: UShort): UShort {
    if (minimumValue > maximumValue) throw IllegalArgumentException("Cannot coerce value to an empty range: maximum $maximumValue is less than minimum $minimumValue.")
    return this
}

/**
 * Ensures that this value lies in the specified [range].
 * @return this value if it's in the [range], or `range.start` if this value is less than `range.start`, or `range.endInclusive` if this value is greater than `range.endInclusive`.
 * @sample samples.comparisons.ComparableOps.coerceIn
 */
public fun UInt.coerceIn(range: ClosedRange<UInt>): UInt {
    if (range.isEmpty()) throw IllegalArgumentException("Cannot coerce value to an empty range: $range.")
    return when {
        this < range.start -> range.start
        this > range.endInclusive -> range.endInclusive
        else -> this
    }
}

/**
 * Ensures that this value lies in the specified [range].
 * @return this value if it's in the [range], or `range.start` if this value is less than `range.start`, or `range.endInclusive` if this value is greater than `range.endInclusive`.
 * @sample samples.comparisons.ComparableOps.coerceIn
 */
public fun ULong.coerceIn(range: ClosedRange<ULong>): ULong {
    if (range.isEmpty()) throw IllegalArgumentException("Cannot coerce value to an empty range: $range.")
    return when {
        this < range.start -> range.start
        this > range.endInclusive -> range.endInclusive
        else -> this
    }
}

package kotlin.sequences

// NOTE: THIS FILE IS AUTO-GENERATED by the GenerateStandardLib.kt
// See: https://github.com/JetBrains/kotlin/tree/master/libraries/stdlib

import kotlin.random.

/**
 * Returns the sum of all elements in the sequence.
 * The operation is _terminal_.
 */
public fun <T> Sequence<T>.sum(): T {
    var sum: T = 0
    for (element in this) {
        sum += element
    }
    return sum
}

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 * limitations under the License.
 */

package kotlin.collections

import kotlin.internal.PlatformDependent

/**
 * Classes that inherit from this interface can
 * be represented as a sequence of elements that can
 * be iterated over.
 * @param T the type of element being
 * iterated over. The iterator is covariant on its element type.
 */
public interface Iterable<T> {
    /**
     * Returns an iterator over the elements of this object.
     */
    public operator fun iterator(): Iterator<T>
}
* Classes that inherit from this interface can be represented as a sequence of elements that can
* be iterated over and that supports removing elements during iteration. \n* @param T the type of element being iterated over. The mutable iterator is invariant on its element type. \n*/@public interface MutableList<out T> : List<T> \n* /*
* Returns a list iterator over the elements of this sequence that supports removing elements during iteration. \n* override fun iterator(): MutableListIterator<T?>\n*/
* A generic collection of elements. Methods in this interface support only read-only access to the collection. \n* read/write access is supported through the [MutableList] interface. \n* @param E the type of elements contained in the collection. The collection is covariant on its element type. \n*/@public interface Collection<out E> : Iterable<E> \n* // Query Operations
*/
* Returns the size of the collection. \n* public val size: Int
*/
* Returns true if the collection is empty (contains no elements), false otherwise. \n*/
* Checks if the specified element is contained in this collection. \n*/
* A generic collection of elements that supports adding and removing elements. \n* @param E the type of elements contained in the collection. The mutable collection is invariant on its element type. \n* @public interface MutableCollection<E> : Collection<E>, \n* // Query Operations
* override fun iterator(): MutableIterator<E> \n*/
* Adds the specified element to the collection. \n*/
* Adds all of the elements of the specified collection to this collection. \n*/
* Removes a single instance of the specified element from this collection, if it is present. \n*/
* Returns the index of the first occurrence of the specified element in this collection, if it is present. \n*/
* Checks if the collection does not support duplicates and the element is already contained in the collection. \n*/
* Removes a single instance of the specified element from this collection, if it is present. \n*/
* Returns a list iterator over the elements of this sequence that supports removing elements during iteration. \n*/
* Returns a view of the portion of this list between the specified [fromIndex] (inclusive) and [toIndex] (exclusive). \n*/
* The returned list is backed by this list, so non-structural changes in the returned list are reflected in this list, and vice-versa. \n*/
* Structural
changes in the base list make the behavior of the view undefined.

    *public fun subList(fromIndex: Int, toIndex: Int): List<E> = \n        List<E>(\n            \n            public fun addAll(elements: Collection<E>): Boolean
        )

    override fun containsAll(elements: Collection<E>): Boolean
        return all { \n            it in this \n        }

    override fun canAddElement(element: E): Boolean
        return !contains(element)

    override fun remove(element: E): Boolean
        return removeAt(this.indexOf(element))

    override fun containsKey(key: K): Boolean
        return this.containsKey(key)

    override fun containsValue(value: V): Boolean
        return this.containsValue(value)

    override fun isEmpty(): Boolean
        return this.size == 0

    override fun size: Int
        return this.size

    override fun equals(other: Any?): Boolean
        return super.equals(other)

    override fun hashCode(): Int
        return super.hashCode()

    override fun toString(): String
        return super.toString()

    override fun get(key: K): V?
        return this.get(key)

    override fun operator fun get(key: K): V?
        return this.get(key)

    override fun containsKey(key: K): Boolean
        return this.containsKey(key)

    override fun containsValue(value: V): Boolean
        return this.containsValue(value)

    override fun isEmpty(): Boolean
        return this.isEmpty()

    override fun size: Int
        return this.size

    override fun equals(other: Any?): Boolean
        return super.equals(other)

    override fun hashCode(): Int
        return super.hashCode()

    override fun toString(): String
        return super.toString()
the sequence without boxing. */
public abstract fun nextDouble(): Double
*/
/** An iterator over a sequence of values of type `Boolean`. */
public abstract class BooleanIterator : Iterator<Boolean>
{
    override fun nextBoolean(): Boolean
    { return next() == true
    }
Int
    ) : Iterable<Int> {
    init {
        if (step == 0) throw kotlin.IllegalArgumentException("Step must be non-zero.")
        if (step == Int.MIN_VALUE) throw kotlin.IllegalArgumentException("Step must be greater than Int.MIN_VALUE to avoid overflow on negation.")
    }

    /**
     * The first element in the progression.
     */
    public val first: Int = start

    /**
     * The last element in the progression.
     */
    public val last: Int = getProgressionLastElement(start.toInt(), endInclusive.toInt(), step).toInt()

    /**
     * The step of the progression.
     */
    public val step: Int = step

    override fun iterator(): IntIterator = IntProgressionIterator(first, last, step)

    /** Checks if the progression is empty. */
    public open fun isEmpty(): Boolean = if (step > 0) first > last else first < last

    override fun equals(other: Any?): Boolean = other is IntProgression && (isEmpty() && other.isEmpty() ||
        first == other.first && last == other.last &&
        step == other.step)

    override fun hashCode(): Int = if (isEmpty()) -1 else 31 * 31 * first + last

    override fun toString(): String = if (step > 0) "$first..$last step $step" else "$first downTo $last step $step"

    companion object {
        /**
         * Creates IntProgression within the specified bounds of a closed range.
         */
        public fun fromClosedRange(rangeStart: Int, rangeEnd: Int, step: Int): IntProgression = IntProgression(rangeStart, rangeEnd, step)
    }
}

/**
 * A progression of values of type `Long`.
 */
public open class LongProgression
    internal constructor
        (start: Long,
            endInclusive: Long,
            step: Long)
    : Iterable<Long> {
    init {
        if (step == 0L) throw kotlin.IllegalArgumentException("Step must be non-zero.")
        if (step == Long.MIN_VALUE) throw kotlin.IllegalArgumentException("Step must be greater than Long.MIN_VALUE to avoid overflow on negation.")
    }

    /**
     * The first element in the progression.
     */
    public val first: Long = start

    /**
     * The last element in the progression.
     */
    public val last: Long = getProgressionLastElement(start.toLong(), endInclusive.toLong(), step).toLong()

    /**
     * The step of the progression.
     */
    public val step: Long = step

    override fun iterator(): LongIterator = LongProgressionIterator(first, last, step)

    /** Checks if the progression is empty. */
    public open fun isEmpty(): Boolean = if (step > 0) first > last else first < last

    override fun equals(other: Any?): Boolean = other is LongProgression && (isEmpty() && other.isEmpty() ||
        first == other.first && last == other.last &&
        step == other.step)

    override fun hashCode(): Int = if (isEmpty()) -1 else 31 * 31 * (first xor (first ushr 32)) + last

    override fun toString(): String = if (step > 0) "$first..$last step $step" else "$first downTo $last step $step"

    companion object {
        /**
         * Creates LongProgression within the specified bounds of a closed range.
         */
        public fun fromClosedRange(rangeStart: Long, rangeEnd: Long, step: Long): LongProgression = LongProgression(rangeStart, rangeEnd, step)
    }
}

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 */

package kotlin.ranges

/**
 * Represents a range of values (for example, numbers or characters).
 * See the [Kotlin language documentation](https://kotlinlang.org/docs/reference/ranges.html) for more information.
 */
public interface ClosedRange<T: Comparable<T>>
    { /* */
        /**
         * The maximum value in the range.
         */
        * *\n        public val max: T

        /**
         * Checks whether the specified [value] belongs to the range.
         */
        * *\n        public operator fun contains(value: T): Boolean = value >= start && value <= endInclusive

        /**
         * Checks whether the range is empty.
         */
        * *\n        public fun isEmpty(): Boolean = start > endInclusive

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* @package kotlin
* @subpackage object Unit
* override fun toString() = "kotlin.Unit\"\" * Copyright 2010-2015 JetBrains s.r.o. * Licensed under the Apache License, Version 2.0 (the \"License\") you may not use this file except in compliance with the License. * You may obtain a copy of the License at http://www.apache.org/licenses/LICENSE-2.0 * Unless required by applicable law or agreed to in writing, software * distributed under the License is distributed on an \"AS IS\" BASIS, * WITHOUT WARRANTIES OR CONDITIONS OF ANY KIND, either express or implied. * See the License for the specific language governing permissions and * limitations under the License.

* @subpackage package kotlin.annotation
* @subpackage import kotlin.annotation.AnnotationTarget
* Contains the list of code elements which are the possible annotation targets
* @package enum class AnnotationTarget {
* CLASS, interface or object, annotation class is also included
* EXEC, CLASS
* ANNOTATION_CLASS, /** Generic type parameter (unsupported yet) */
* TYPE_PARAMETER, /** Property */
* PROPERTY, /** Field, including property's backing field */
* FIELD, /** Local variable */
* LOCAL_VARIABLE, /** Value parameter of a function or a constructor */
* VALUE_PARAMETER, /** Constructor only (primary or secondary) */
* CONSTRUCTOR, /** Function (constructors are not included) */
* FUNCTION, /** Property getter only */
* PROPERTY_GETTER, /** Property setter only */
* PROPERTY_SETTER, /** Type usage */
* TYPE, /** Any expression */
* EXPRESSION, /** File */
* FILE, /** Type alias */
* TYPEALIAS
* Determines how an annotation is stored in binary output
*
* public enum class AnnotationRetention {
* SOURCE, /** Annotation is stored in binary output, but invisible for reflection */
* BINARY, /** Annotation is stored in binary output and visible for reflection (default retention) */
* RUNTIME
* This meta-annotation indicates the kinds of code elements which are possible targets of an annotation.
* If the target meta-annotation is not present on an annotation declaration, the annotation is applicable to the following elements: *
* [CLASS], [PROPERTY], [FIELD], [LOCAL_VARIABLE], [VALUE_PARAMETER], [CONSTRUCTOR], [FUNCTION], [PROPERTY_GETTER], [PROPERTY_SETTER], *
* @property allowedTargets list of allowed annotation targets
* @property value necessary annotation retention (RUNTIME, BINARY or SOURCE)
* @property Repeatable
* @property MustBeDocumented
* @property allowedTargets: AnnotationTarget
* This meta-annotation determines whether an annotation is stored in binary output and visible for reflection.
* By default, both are true.
* @property value necessary annotation retention (RUNTIME, BINARY or SOURCE)
* This meta-annotation determines that an annotation is applicable twice or more on a single code element
* This meta-annotation determines that an annotation is a part of public API and therefore should be included in the generated documentation for the element to which the annotation is applied.
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* @subpackage package kotlin.internal
* This meta-annotation specifies that the corresponding type parameter is not used for unsafe operations such as casts or 'is' checks.
* That means it's completely safe to use generic types as argument for such parameter.
* @property TypeHelper
* @Retention(Ann...
/**
 * Specifies that the corresponding built-in method exists depending on platform.
 * Current implementation for JVM looks whether method with same JVM descriptor exists in the
 * module JDK. For example `MutableMap.remove(K, V)` available only if corresponding method
 * `java/util/Map.remove(Ljava/lang/Object;Ljava/lang/Object;)Z` is defined in JDK (i.e. for major versions >= 8)
 */
@Target(AnnotationTarget.FUNCTION)
@Retention(AnnotationRetention.BINARY)
internal annotation class PlatformDependent

private fun mod(a: Int, b: Int): Int {
    val mod = a % b
    return if (mod >= 0) mod else mod + b
}

private fun mod(a: Long, b: Long): Long {
    val mod = a % b
    return if (mod >= 0) mod else mod + b
}

private fun differenceModulo(a: Int, b: Int, c: Int): Int {
    return mod(mod(a, c) - mod(b, c), c)
}

private fun differenceModulo(a: Long, b: Long, c: Long): Long {
    return mod(mod(a, c) - mod(b, c), c)
}

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 */

package kotlin.internal

open class PureReifiable

/**
 * Specifies that the corresponding built-in method exists depending on platform.
 * Current implementation for JVM looks whether method with same JVM descriptor exists in the
 * module JDK. For example `MutableMap.remove(K, V)` available only if corresponding method
 * `java/util/Map.remove(Ljava/lang/Object;Ljava/lang/Object;)Z` is defined in JDK (i.e. for major versions >= 8)
 */
@Target(AnnotationTarget.FUNCTION)
@Retention(AnnotationRetention.BINARY)
internal annotation class PlatformDependent

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 */

package kotlin.reflect

/**
 * Represents a parameter passed to a function or a property getter/setter,
 * including `this` and extension receiver parameters.
 */
public interface KParameter : KAnnotatedElement {
    /**
     * 0-based index of this parameter in the parameter list of its containing callable.
     */
    public val index: Int

    /**
     * Name of this parameter as it was declared in the source code,
     * or `null` if the parameter has no name or its name is not available at runtime.
     * Examples of nameless parameters include 'this' instance for member functions,
     * extension receiver for extension functions or properties, parameters of Java methods
     * compiled without the debug information, and others.
     */
    public val name: String?

    /**
     * Type of this parameter.
     */
    public val type: KType

    /**
     * Kind of this parameter.
     */
    public val kind: Kind

    /**
     * Kind represents a particular position of the parameter declaration in the source code,
     * such as an instance, an extension receiver parameter or a value parameter.
     */
    public enum class Kind {
        /*...*/
    }
the member, or an outer class instance for an inner class constructor. */
INSTANCE, */ */ Extension
receiver of an extension function or property. */
EXTENSION_RECEIVER, */ */ Ordinary named
value parameter. */
VALUE, ]*/n / */n */*/n * true if this parameter is ‘vararg’. */n * See the [Kotlin language
documentation](https://kotlinlang.org/docs/reference/functions.html#variable-number-of-arguments-varargs)
* for more information.
*/n */n @Since Kotlin(‘1.1.1’)*/n public var isVararg: Boolean
*/n */n */n */n * Copyright
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*/n * Use of this code source is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.
*/n */n package kotlin.reflect
*/n */n * Represents a type. Type is usually either a class with optional type arguments, */n */n or a type parameter of some
declaration, plus nullability. */n */n */n */n * The declaration of the
classifier used in this type. */n */n * For example, in the type ’List<String>’ the classifier would be the [KClass]
instance for [List].*/n */n */n * Returns null if this type is not denotable in Kotlin, for example if it is an
intersection type.*/n */n @Since Kotlin(‘1.1.1’)
*/n public val class: KClassifier?
*/n */n */n */n * Represents a type projection. Type projection is usually the argument to another type in a
member function and one of the corresponding parameters in the super functions is optional.
*/n */n public val isOptional: Boolean
*/n */n */n */n * Note that even if
isMarkedNullable is false, values of the type can still be null. */n * This may happen if it is a type of the type
parameter with a nullable upper bound.
*/n */n */n */n * fun <T> foo(t: T) {*/n */n // isMarkedNullable ==
false for t’s type, but t can be null here when T = \'Any\n*/n */n * }*/n */n */n */n * Represents a type projection. Type projection is usually the argument to another type in a
type usage. */n * For example, in the type ’Array<out Number>’ the only type argument is ‘out Number’.
*/n * In case this type is based on an inner class, the
returned list contains the type arguments of the classifiers provided for the innermost class first, then its outer class, and so
on. */n * For example, in the type ’Outer<A, B>.Inner<C, D>’ the returned list is [C, D, A, B].*/n @Since Kotlin(‘1.1.1’)
*/n public var arguments: List<KTypeProjection>
*/n */n */n */n * star projection, denoted by the * character. */n * See the [Kotlin language
documentation](https://kotlinlang.org/docs/reference/generics.html#star-projections)
*/n */n * for more information.*/n */n */n */n * Represents a type projection. Type projection is just the type itself,
without any use-site variance modifiers applied to it. */n * For example, in the type ’Set<String>’, ’String’ is an invariant
projection of the type represented by the class ’String’. */n */n */n */n * creates an invariant projection of a given type. Invariant projection is just the type itself, */n */n */n */n * without any use-site variance modifiers applied to it. */n * For example, in the type ’Array<out Number>’, ’out Number’ is a contravariant projection of the type of class ’Number’. */n */n */n */n * Creates a covariant projection of a given type, denoted by the *out* modifier applied to a type.
* For example, in the type `Array<out Number>` , `out Number` is a covariant projection of the type of class `Number`.

```kotlin
@KTypeProjection(KVariance.OUT, type)\n\npublic fun covariant(type: KType): KTypeProjection =
```

```kotlin
KTypeProjection(KVariance.OUT, type)\n\nout Number is a covariant projection of the type of class `Number`.
```

```kotlin
public fun covariant(type: KType): KTypeProjection =
KTypeProjection(KVariance.OUT, type)
```

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 * limitations under the License.
 */

package kotlin.reflect

/**
 * Represents variance applied to a type parameter on the declaration site (*declaration-site variance*),
 * or to a type in a projection (*use-site variance*).
 * 
 * See the [Kotlin

```kotlin
@SinceKotlin("1.1")
enum class

```

```kotlin
/**
 * Visibility is

```kotlin
@SinceKotlin("1.1")
enum class

```

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 */

package kotlin.reflect

/**
 * Visibility is

```kotlin
@SinceKotlin("1.1")
enum class

```

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 */

@JsName("arrayIterator")
internal fun arrayIterator(array: dynamic, type:

```
@JsName("arrayIterator")
internal fun arrayIterator(array: dynamic, type:

```
@JsName("arrayIterator")
internal fun arrayIterator(array: dynamic, type:

```
can be found in the license/LICENSE.txt file.

```kotlin
package kotlin.coroutines

import kotlin.coroutines.intrinsics.COROUTINE_SUSPENDED

@SinceKotlin("1.3")
@JsName("CoroutineImpl")
internal abstract class CoroutineImpl(private val resultContinuation: Continuation<Any?>) : Continuation<Any?> {
    protected var state = 0
    protected var exceptionState = 0
    protected var result: Any? = null
    protected var exception: Throwable? = null
    protected var finallyPath: Array<Int>? = null

    public override val context: CoroutineContext = resultContinuation.context

    private var intercepted_: Continuation<Any?>? = null

    public fun intercepted(): Continuation<Any?> =
        intercepted_
            ?: (context[ContinuationInterceptor]?.interceptContinuation(this) ?: this)

    override fun resumeWith(result: Result<Any?>) {
        var current = this
        var currentResult: Any? = result.getOrNull()
        var currentException: Throwable? = result.exceptionOrNull()

        // This loop unrolls recursion in current.resumeWith(param) to make saner and shorter stack traces on resume
        while (true) {
            with(current) {
                val completion = resultContinuation

                // Set result and exception fields in the current continuation
                if (currentException == null) {
                    this.result = currentResult
                } else {
                    state = exceptionState
                    exception = currentException
                }

                try {
                    val outcome = doResume()
                    if (outcome === COROUTINE_SUSPENDED)
                        return
                    currentResult = outcome
                    currentException = null
                } catch (exception: Throwable) {
                    currentResult = null
                    currentException = exception
                }

                releaseIntercepted() // this state machine instance is terminating

                if (completion is CoroutineImpl) {
                    // unrolling recursion via loop
                    current = completion
                } else {
                    // top-level completion reached -- invoke and return
                    currentException?.let {
                        completion.resumeWithException(it)
                    } ?:
                        completion.resume(currentResult)
                    return
                }
            }
        }
    }

    private fun releaseIntercepted() {
        val intercepted = intercepted_
        if (intercepted != null && intercepted !== this) {
            context[ContinuationInterceptor]!!.releaseInterceptedContinuation(intercepted)
        }
        this.intercepted_ = CompletedContinuation // just in case
    }

    protected abstract fun doResume(): Any?
}

internal object CompletedContinuation : Continuation<Any?> {
    override val context: CoroutineContext
        get() = error("This continuation is already complete")

    override fun resumeWith(result: Result<Any?>) {
        error("This continuation is already complete")
    }

    override fun toString(): String = "This continuation is already complete"
}
```

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```kotlin
/**
 * Returns an instance that encapsulates the given [value] as successful value.
 */
@InlineOnly
public inline fun <T> success(value: T): Result<T> =
    Result(value)

/**
 * Returns an instance that encapsulates the given [exception] as failure.
 */
@InlineOnly
inline fun <T> failure(exception: Throwable): Result<T> =
    Result.createFailure(exception)

internal class Failure(
        @JvmField
        val exception: Throwable
    ) : Serializable {
        override fun equals(other: Any?): Boolean = other is Failure && exception == other.exception
        override fun hashCode(): Int = exception.hashCode()
        override fun toString(): String = "Failure($exception)"
    }

@PublishedApi
@SinceKotlin("1.3")
internal fun createFailure(exception: Throwable): Any =
    Result.Failure(exception)

/**
 * Throws exception if the result is failure. This internal function minimizes\n * inlined bytecode for [getOrThrow] and makes sure that in the future we can\n * add some exception-augmenting logic here (if needed).
 */
@PublishedApi
@SinceKotlin("1.3")
internal fun Result<*>.throwOnFailure() {
    if (value is Result.Failure) throw value.exception
}

/**
 * Calls the specified function [block] and returns its encapsulated result
 * if invocation was successful, catching and encapsulating any thrown exception as a failure.
 */
@SinceKotlin("1.3")
public inline fun <R> runCatching(block: () -> R): Result<R> {
    return try {
        Result.success(block())
    } catch (e: Throwable) {
        Result.failure(e)
    }
}

/**
 * Calls the specified function [block] with `this` value as its receiver and returns its encapsulated result
 * if invocation was successful, catching and encapsulating any thrown exception as a failure.
 */
@SinceKotlin("1.3")
public inline fun <T, R> T.runCatching(block: T.() -> R): Result<R> {
    return try {
        Result.success(block())
    } catch (e: Throwable) {
        Result.failure(e)
    }
}

// extensions

/**
 * Returns the encapsulated value if this instance represents [success] or
 * the result of [onFailure] function for encapsulated exception if it is [failure].
 */
@SinceKotlin("1.3")
public inline fun <R, T> Result<T>.fold(
    onSuccess: (value: T) -> R,
    onFailure: (exception: Throwable) -> R
): R {
    contract {
        callsInPlace(onSuccess, InvocationKind.AT_MOST_ONCE)
        callsInPlace(onFailure, InvocationKind.AT_MOST_ONCE)
    }
    return when (val exception = exceptionOrNull()) {
        null ->
            onSuccess(value as T)
        else ->
            onFailure(exception)
    }
}

// transformation

/**
 * Returns the encapsulated result of the given [transform] function applied to encapsulated value
 * if this instance represents [success] or the result of [onFailure] function for encapsulated exception if it is [failure].
 */
@SinceKotlin("1.3")
public inline fun <R> Result<R>.transform(transform: (result: Result<R>) -> R): Result<R> {
    return when (val exception = exceptionOrNull()) {
        null ->
            transform(value as R)
        else ->
            transform(Result.failure(exception))
    }
}
```
[success][Result.isSuccess] or the\n * original encapsulated exception if it is [failure][Result.isFailure].\n * Note, that an exception thrown by [transform] function is rethrown by this function.\n * See [mapCatching] for an alternative that encapsulates exceptions.\n *
 * Returns the encapsulated result of the given [transform] function applied to encapsulated value\n * if this instance represents [success][Result.isSuccess] or the\n * original encapsulated exception if it is [failure][Result.isFailure].\n *
 * An exception thrown by [transform] function is caught, encapsulated as a failure and returned by this function.\n * See [mapCatching] for an alternative that rethrows exceptions.\n *
 * Returns the encapsulated result of the given [transform] function applied to encapsulated exception\n * if this instance represents [success][Result.isSuccess] or the\n * original encapsulated value if it is [success][Result.isSuccess].\n *
 * Any exception thrown by [transform] function is caught, encapsulated as a failure and returned by this function.\n * See [recoverCatching] for an alternative that rethrows exceptions.\n *
 * Performs the given [action] on encapsulated exception \n * if this instance represents [failure][Result.isFailure] or the\n * original encapsulated value if it is [success][Result.isSuccess].\n *
 * Returns the original `Result` unchanged.\n *
 * Performs the given [action] on encapsulated \n * if this instance represents [success][Result.isSuccess].\n *
 * Returns the original `Result` unchanged.\n *
 * The context of the coroutine that corresponds to this continuation.\n * public val context: CoroutineContext
 *
 * Resumes the execution of the corresponding coroutine passing a successful or failed [result] as the\n * return value of the last suspension point.\n *
 * Classes and interfaces marked with this annotation are restricted when used as receivers for extension\n * `suspend` functions. These `suspend` extensions can only invoke other member or extension \n * `suspend` functions on this particular\n * receiver and are restricted from calling arbitrary suspension functions.\n *
 * Resumes the execution of the corresponding coroutine passing a successful or failed [result] as the\n * return value of the last suspension point.\n *
 * Represents the execution of the corresponding coroutine passing a successful or failed [result] as the\n * return value of the last suspension point.\n *
 * Represents the execution of the corresponding coroutine passing a successful or failed [result] as the\n * return value of the last suspension point.\n *
Starts an unintercepted coroutine without a receiver and with result type [T] and executes it until its first suspension.

* Returns the result of the coroutine or throws its exception if it does not suspend or [COROUTINE_SUSPENDED] if it suspends.

* In the latter case, the [completion] continuation is invoked when the coroutine completes with a result or an exception.

* The coroutine is started directly in the invoker's thread without going through the [ContinuationInterceptor] that might have been present in the completion's [CoroutineContext]. It is the invoker's responsibility to ensure that a proper invocation context is established.

* This function is designed to be used from inside of [suspendCoroutineUninterceptedOrReturn] to resume the execution of the suspended coroutine using a reference to the suspending function.

* This function returns unintercepted continuation.

* Invocation of `resume(Unit)` on intercepted continuation guarantees that execution of both the coroutine and [completion] happens in the invocation context established by

* [ContinuationInterceptor] calls

* Repeated invocation of any resume function on the resulting continuation corrupts the state machine of the coroutine and may result in arbitrary behaviour or exception.

* This function creates a new, fresh instance of suspendable computation every time it is invoked.

* To start executing the created coroutine, invoke `resume(Unit)` on the returned [Continuation] instance.

* The [completion] continuation is invoked when coroutine completes with result or exception.

* This function returns unintercepted continuation.

* Invocation of `resume(Unit)` starts coroutine immediately in the invoker's call stack without going through the completion.

* Note that [completion] of this function may get invoked in an arbitrary context.

* [Continuation.intercepted] can be used to acquire the intercepted continuation.

* Invocation of `resume(Unit)` on intercepted continuation guarantees that execution of both the coroutine and [completion] happens in the invocation context established by

* [ContinuationInterceptor] calls

* Repeated invocation of any resume function on the resulting continuation corrupts the state machine of the coroutine and may result in arbitrary behaviour or exception.

* This function creates a new, fresh instance ofsuspendable computation every time it is invoked.

* To start executing the created coroutine, invoke `resume(Unit)` on the returned [Continuation] instance.

* The [completion] continuation is invoked when coroutine completes with result or exception.

* This function returns unintercepted continuation.

* Invocation of `resume(Unit)` starts coroutine immediately in the invoker's call stack without going through the completion.

* Note that [completion] of this function may get invoked in an arbitrary context.

* [Continuation.intercepted] can be used to acquire the intercepted continuation.

* Invocation of `resume(Unit)` on intercepted continuation guarantees that execution of both the coroutine and [completion] happens in the invocation context established by

* [ContinuationInterceptor] calls

* Repeated invocation of any resume function on the resulting continuation corrupts the state machine of the coroutine and may result in arbitrary behaviour or exception.

* This function creates a new, fresh instance of suspendable computation every time it is invoked.

* To start executing the created coroutine, invoke `resume(Unit)` on the returned [Continuation] instance.

* The [completion] continuation is invoked when coroutine completes with result or exception.

* This function returns unintercepted continuation.

* Invitation of `resume(Unit)` starts coroutine immediately in the invoker's call stack without going through the completion.

* [ContinuationInterceptor] calls

* Invocation of `resume(Unit)` on intercepted continuation guarantees that execution of both the coroutine and [completion] happens in the invocation context established by

* [ContinuationInterceptor] calls

* Repeated invocation of any resume function on the resulting continuation corrupts the state machine of the
coroutine and may result in arbitrary behaviour or exception.

/*@SinceKotlin("1.3")*/public actual fun <R, T> (suspend R.() -> T).createCoroutineUnintercepted(@receiver: R, @completion: Continuation<T>): Continuation<Unit> =
    // Kotlin/JS suspend lambdas have an extra parameter `suspended` if
    this.asDynamic().length == 3
    // When `suspended` is true the continuation is created, but not executed
    this.asDynamic()(@receiver, @completion, true) else {
        createCoroutineFromSuspendFunction(completion) {
            this.asDynamic()(@receiver, @completion)
        }
    }

/**
 * Intercepts this continuation with
 * [ContinuationInterceptor].
 *
 * This function shall be used on the immediate result of
 * [createCoroutineUnintercepted] or [suspendCoroutineUninterceptedOrReturn]. In case it checks for
 * [ContinuationInterceptor] in the continuation's [context], invokes
 * [ContinuationInterceptor.interceptContinuation], caches and returns the result.
 * If this function is invoked on other [Continuation] instances it returns 'this' continuation unchanged.
 * In case it checks for [ContinuationInterceptor] in the continuation's [context], invokes
 * [ContinuationInterceptor.interceptContinuation], caches and returns the result.
 */
@SinceKotlin("1.3")
public actual fun <T> Continuation<T>.intercepted(): Continuation<T> =
    (this as? CoroutineImpl)?.intercepted() ?:
    this

private inline fun <T> createCoroutineFromSuspendFunction(@completion: Continuation<T>,
    crossinline block: () -> Any?): Continuation<Unit> {
    @Suppress("UNCHECKED_CAST")
    return object
        : CoroutineImpl(@completion as Continuation<Any?>) {
            override fun doResume(): Any? {
                exception?.let { throw it }
                return block()}
        }
}

// Mirrors signature from JS IR
@library
@JsName("imulEmulated")
internal fun imul(x: Int, y: Int): Int = definedExternally

internal inline fun isArrayish(o: dynamic) =
    js("Kotlin").isArrayish(o)

package kotlin

/**
 * Returns this value with the sign bit same as of the 
 * [sign] value. If [sign] is NaN the sign of the result is undefined.
 */
@SinceKotlin("1.2")
public actual fun Double.withSign(sign: Double): Double {
    val thisSignBit =
        js("Kotlin").doubleSignBit(this).unsafeCast<Int>()
    val newSignBit =
        js("Kotlin").doubleSignBit(sign).unsafeCast<Int>()
    return if (thisSignBit == newSignBit) this else -
        this
}

/**
 * Returns the [Double] value corresponding to a given bit representation as [Long] as
 * according to the IEEE 754 floating-point \"double format\" bit layout.
 */
@SinceKotlin("1.2")@kotlin.internal.InlineOnly
public actual inline fun Double.Companion.fromBits(bits: Long): Double =
    js("Kotlin").doubleFromBits(bits).unsafeCast<Int>()

/**
 * Returns a bit representation of the specified floating-point value as [Int] as
 * according to the IEEE 754 floating-point \"single format\" bit layout,
 * preserving NaN values exactly.
 */
@SinceKotlin("1.2")@kotlin.internal.InlineOnly
public actual fun Double.toBits(): Int =
    definedExternally

/**
 * Returns a bit representation of the specified floating-point value as [Int] as
 * according to the IEEE 754 floating-point \"single format\" bit layout,
 * preserving NaN values exactly.
 */
@SinceKotlin("1.2")@kotlin.internal.InlineOnly
public actual fun Double.toRawBits(): Int =
    definedExternally

/**
 * Returns a bit representation of the specified floating-point value as [Int] as
 * according to the IEEE 754 floating-point \"single format\" bit layout,
 * preserving NaN values exactly.
 */
@SinceKotlin("1.2")@kotlin.internal.InlineOnly
public actual fun Double.Companion.fromBits(bits: Long): Double =
    js("Kotlin").doubleFromBits(bits).unsafeCast<Int>()

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out of bounds of this array.

@file:Suppress("DEPRECATION")
package jquery

//jquery UI
import jquery.JQuery
import kotlin.js.Json

@Deprecated("Use declarations from 'https://bintray.com/kotlin/js-externals/kotlin-js-jquery' package instead.")
public inline fun JQuery.buttonset(): JQuery = asDynamic().buttonset()

@Deprecated("Use declarations from 'https://bintray.com/kotlin/js-externals/kotlin-js-jquery' package instead.")
public inline fun JQuery.dialog(): JQuery = asDynamic().dialog()

@Deprecated("Use declarations from 'https://bintray.com/kotlin/js-externals/kotlin-js-jquery' package instead.")
public inline fun JQuery.dialog(params: Json): JQuery = asDynamic().dialog(params)

@Deprecated("Use declarations from 'https://bintray.com/kotlin/js-externals/kotlin-js-jquery' package instead.")
public inline fun JQuery.dialog(mode: String, param: String): Any? = asDynamic().dialog(mode, param)
package kotlin.js

import kotlin.annotation.AnnotationTarget.*

@Target(CLASS, FUNCTION, PROPERTY, CONSTRUCTOR, VALUE_PARAMETER, PROPERTY_GETTER, PROPERTY_SETTER)
@Deprecated("Use `external` modifier instead", level = DeprecationLevel.ERROR)
public annotation class native(public val name: String = "")

@Target(FUNCTION)
@Deprecated("Use inline extension function with body using dynamic")
public annotation class nativeGetter

@Target(FUNCTION)
@Deprecated("Use inline extension function with body using dynamic")
public annotation class nativeSetter

@Target(FUNCTION)
@Deprecated("Use inline extension function with body using dynamic")
public annotation class nativeInvoke

@Target(CLASS, FUNCTION, PROPERTY)
internal annotation class library(public val name: String = "")

@Target(CLASS)
internal annotation class marker

/**
 * Gives a declaration (a function, a property or a class) specific name in JavaScript.
 *
 * This may be useful in the following cases:
 *
 *   * There are two functions for which the compiler gives same name in JavaScript, you can mark one with `@JsName(...)` to prevent the compiler from reporting error.
 *   * You are writing a JavaScript library in Kotlin. The compiler produces mangled names for functions with parameters, which is unnatural for usual JavaScript developer. You can put `@JsName(...)` on functions you want to be available from JavaScript.
 *   * For some reason you want to rename declaration, e.g. there's common term in JavaScript for a concept provided by the declaration, which in uncommon in Kotlin.
 *
 * Example:
 *
 * ``` kotlin
 * class Person(val name: String) {
 *     fun
 *         hello() {
 *             println("Hello $name!")
 *         }
 * 
 *         @JsName("helloWithGreeting")
 *         fun hello(greeting: String) {
 *             println("$greeting $name!")
 *         }
 * }
 * ```
 *
 * @property name the name which compiler uses both for declaration itself and for all references to the declaration.
 *           It's required to denote a valid JavaScript identifier.
 *
 */
@Retention(AnnotationRetention.BINARY)
@Target(CLASS, FUNCTION, PROPERTY, CONSTRUCTOR, PROPERTY_GETTER, PROPERTY_SETTER)
public actual annotation class JsName(actual val name: String)

/**
 * Denotes an `external` declaration that must be imported from native JavaScript library.
 *           The compiler produces the code relevant for the target module system, for example, in case of CommonJS, it will import the declaration via the `require(...)` function.
 *
 * The annotation can be used on top-level external declarations (classes, properties, functions) and files.
 *
 * In case of file (which can't be `external`) the following rule applies: all the declarations in the file must be `external`. By applying `@JsModule(...)` on a file you tell the compiler to import a JavaScript object that contain all the declarations from the file.
 *
 * In case of CommonJS, it will import the declaration via the `require(...)` function.
 *
 * The annotation can be used on top-level external declarations (classes, properties, functions) and files.
 *           It is not interpreted by the Kotlin compiler, it's passed as is directly to the target module system.
 *
 * However, by applying `@JsModule` annotation you can make a declaration unavailable to *plain* module system.
 *
 * Some JavaScript packages are distributed both as a standalone downloadable piece of JavaScript and as a module available as an npm package. To tell the Kotlin compiler to accept both cases, you can augment
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```kotlin
@JsModule("jquery")
@JsNonModule
@JsName("$")
external abstract class JQuery() {
    // some declarations here
}

@JsModule("jquery")
@JsNonModule
@JsName("$")
external fun JQuery(element: Element): JQuery
```

@see JsModule

/**
 * Adds prefix to 'external' declarations in a source file.
 * JavaScript does not have concept of packages (namespaces). They are usually emulated by nested objects.
 * The compiler turns references to 'external' declarations either to plain unprefixed names (in case of *plain* modules) or to plain imports. However, if a JavaScript library provides its declarations in packages, you won't be satisfied with this.
 * You can tell the compiler to generate additional prefix before references to 'external' declarations using the `@JsQualifier(...)` annotation.
 * Note that behaviour of these annotations will likely be changed in the future. Usages of such annotations will be reported as warnings unless an explicit opt-in with the [UseExperimental] annotation, e.g.

`@file:JsQualifier("my.package")

package some.kotlinPackage

external fun foo(x: Int)

external fun bar(): String`

* @property value the qualifier to add to the declarations in the generated code.
  It must be a sequence of valid JavaScript identifiers separated by the `.` character.
  Examples of valid qualifiers are: `foo`, `bar.Baz`, `_.$0.f`.

@see JsModule
*/

package kotlin.jvm

// these are used in common generated code in stdlib

// TODO: find how to deprecate these

@Target(AnnotationTarget.FIELD)
@Retention(AnnotationRetention.SOURCE)
public actual annotation class Volatile

@Target(AnnotationTarget.FUNCTION, AnnotationTarget.PROPERTY_GETTER, AnnotationTarget.PROPERTY_SETTER)
@Retention(AnnotationRetention.SOURCE)
public actual annotation class Synchronized

@Target(AnnotationTarget.FILE)
@Retention(AnnotationRetention.BINARY)
public annotation class JsExport

@Experimental(level = Experimental.Level.WARING)
@SinceKotlin("1.3")
@JsExport
public actual abstract class AbstractMutableCollection<E> protected actual constructor() : AbstractCollection<E>(), MutableCollection<E> {

    actual abstract override fun add(element: E): Boolean

    actual override fun remove(element: E): Boolean {
        if (add(element)) return true
    }

    actual override fun addAll(elements: Collection<E>): Boolean {
        var modified = false
        for (element in elements) if (add(element)) modified = true
        return modified
    }

    actual override fun removeAll(elements: Collection<E>): Boolean {
        if (add(element)) return true
    }

    actual override fun clear(): Unit {
        val iterator = this.iterator()
        while (iterator.hasNext()) iterator.next()
    }

    @JsName("toJSON")
    open fun toJSON(): Any = this.toArray()
}

@Experimental(level = Experimental.Level.WARING)
@SinceKotlin("1.3")
@Retention(AnnotationRetention.BINARY)
@Target(AnnotationTarget.FILE)
@JsExport
public actual annotation class AbstractCollection<E> protected actual constructor() : AbstractCollection<E>(), Collection<E> {

    actual abstract override fun add(element: E): Boolean {
        var modified = false
        for (element in elements) if (add(element)) modified = true
        return modified
    }

    actual override fun remove(element: E): Boolean {
        if (add(element)) return true
    }

    actual override fun addAll(elements: Collection<E>): Boolean {
        if (add(element)) return true
    }

    actual override fun removeAll(elements: Collection<E>): Boolean {
        if (add(element)) return true
    }

    actual override fun clear(): Unit {
        val iterator = this.iterator()
        while (iterator.hasNext()) iterator.next()
    }

    @JsName("toJSON")
    open fun toJSON(): Any = this.toArray()
Apache 2.0 license that can be found in the license/LICENSE.txt file.

Based on GWT AbstractList

Copyright 2007 Google Inc.

package kotlin.collections

/**
 * Provides a skeletal implementation of the [MutableList] interface.
 *
 * @param E the type of elements contained in the list. The list is invariant on its
element type.
 */

public actual abstract class AbstractMutableList<E> protected actual constructor():
AbstractMutableCollection<E>(), MutableList<E> {

protected var modCount: Int = 0

abstract override fun protected override fun override fun protected override fun protected override fun add(index: Int, element: E): Unit
abstract override fun protected override fun removeAt(index: Int): E
abstract override fun protected override fun set(index: Int, element: E): E
abstract override fun protected override fun add(index: Int, element: E): Unit
abstract override fun protected override fun contains(element: E): Boolean
abstract override fun protected override fun indexOf(element: E): Int
abstract override fun protected override fun lastIndexOf(element: E): Int
abstract override fun protected override fun equals(other: Any?): Boolean {
    if (other === this) return true
    if (other !is List<*>) return false

    return AbstractList.orderedEquals(this, other)
}

abstract override fun protected override fun equals(other: Any?): Boolean {
    if (other === this) return true
    if (other !is List<*>) return false

    return AbstractList.orderedEquals(this, other)
}

abstract override fun protected override fun add(element: E): Unit

abstract override fun protected override fun add(index: Int, element: E): Unit
abstract override fun protected override fun removeAt(index: Int): E
abstract override fun protected override fun set(index: Int, element: E): E
abstract override fun protected override fun add(index: Int, element: E): Unit
abstract override fun protected override fun contains(element: E): Boolean = indexOf(element) >= 0
abstract override fun protected override fun indexOf(element: E): Int
abstract override fun protected override fun lastIndexOf(element: E): Int
abstract override fun protected override fun iterator(): MutableListIterator<E>
abstract override fun protected override fun listIterator(): MutableListIterator<E>
abstract override fun protected override fun listIterator(index: Int): MutableListIterator<E>
abstract override fun protected override fun subList(fromIndex: Int, toIndex: Int): MutableList<E>
abstract override fun protected override fun removeRange(fromIndex: Int, toIndex: Int) {
    val iterator = listIterator(fromIndex)
    repeat(toIndex - fromIndex) {
        iterator.next()
        iterator.remove()
    }
}

abstract override fun protected override fun removeRange(0, size)
abstract override fun protected override fun removeAll(elements: Collection<E>): Boolean = removeAll {
    if in elements }
abstract override fun protected override fun retainAll(elements: Collection<E>): Boolean = removeAll {
    if in elements }
abstract override fun protected override fun actuator override fun clear() {
    index = 0
}

abstract override fun protected override fun clear() {
    index = 0
}

abstract override fun protected override fun equals(other: Any?): Boolean {
    if (other === this) return true
    if (other !is List<*>) return false

    return AbstractList.orderedEquals(this, other)
}

abstract override fun protected override fun equals(other: Any?): Boolean {
    if (other === this) return true
    if (other !is List<*>) return false

    return AbstractList.orderedEquals(this, other)
}

abstract override fun protected override fun add(element: E): Unit

abstract override fun protected override fun add(index: Int, element: E): Unit
abstract override fun protected override fun removeAt(index: Int): E
abstract override fun protected override fun set(index: Int, element: E): E
abstract override fun protected override fun add(index: Int, element: E): Unit
abstract override fun protected override fun contains(element: E): Boolean = indexOf(element) >= 0
abstract override fun protected override fun indexOf(element: E): Int
abstract override fun protected override fun lastIndexOf(element: E): Int
abstract override fun protected override fun iterator(): MutableListIterator<E>
abstract override fun protected override fun listIterator(): MutableListIterator<E>
abstract override fun protected override fun listIterator(index: Int): MutableListIterator<E>
abstract override fun protected override fun subList(fromIndex: Int, toIndex: Int): MutableList<E>
abstract override fun protected override fun removeRange(fromIndex: Int, toIndex: Int) {
    val iterator = listIterator(fromIndex)
    repeat(toIndex - fromIndex) {
        iterator.next()
        iterator.remove()
    }
}

abstract override fun protected override fun removeRange(0, size)
abstract override fun protected override fun removeAll(elements: Collection<E>): Boolean = removeAll {
    if in elements }
abstract override fun protected override fun retainAll(elements: Collection<E>): Boolean = removeAll {
    if in elements }
abstract override fun protected override fun actuator override fun clear() {
    index = 0
}

abstract override fun protected override fun clear() {
    index = 0
}
```kotlin
AbstractList.checkPositionIndex(index, _size)\nlist.add(fromIndex + index, element)\n_size++\n
override fun get(index: Int): E {\n    AbstractList.checkElementIndex(index, _size)\n    return list[fromIndex + index]\n}

override fun removeAt(index: Int): E {\n    AbstractList.checkElementIndex(index, _size)\n    val result = list.removeAt(fromIndex + index)\n    _size--\n    return result\n}

override fun set(index: Int, element: E): E {\n    AbstractList.checkElementIndex(index, _size)\n    return list.set(fromIndex + index, element)\n}
```

```
override val size: Int get() = _size
}

}

package kotlin.collections

/**
 * Provides a skeletal implementation of the [MutableMap] interface.
 * @param K the type of map keys.
 * @param V the type of map values.
 */
public actual abstract class AbstractMutableMap<K, V> protected actual constructor() : AbstractMap<K, V>(), MutableMap<K, V> {\n    /**
     */
    internal open class SimpleEntry<K, V>(override
        val key: K, value: V) : MutableMap.MutableEntry<K, V> {
        constructor(entry: Map.Entry<K, V>) :
            this(entry.key, entry.value)

        private var _value = value

        override val value: V get() = _value

        override fun setValue(newValue: V): V {
            val oldValue = this._value
            this._value = newValue
            return oldValue
        }

        override fun hashCode(): Int = entryHashCode(this)
        override fun toString(): String = entryToString(this)
        override fun equals(other: Any?): Boolean = entryEquals(this, other)
    }

    actual override fun clear() {
        entries.clear()
    }

    private var _keys: MutableSet<K>? = null
    actual override val keys: MutableSet<K>
        get() {
            if (_keys == null) {
                _keys = object :
                    AbstractMutableSet<K>() {
                        override fun add(element: K): Boolean = throw
                            UnsupportedOperationException("Add is not supported on keys")
                        override fun remove(element: K): Boolean = throw
                            UnsupportedOperationException("Add is not supported on keys")
                        override fun contains(element: K): Boolean = containsKey(element)
                        override fun iterator(): Iterator<K> = entries.iterator()
                                    .map { entry -> entry.key }
                        override fun containsValue(value: V): Boolean = containsValue(value)
                        override fun equals(other: Any?): Boolean = equals(other)
                        override fun hashCode(): Int = hashCode()
                    }
            }
            return _keys!!
        }

    actual override fun put(key: K, value: V): V? {
        for ((key, value) in from) {
            put(key, value)
        }
    }

    private var _values: MutableCollection<V>? = null
    actual override val values:
        MutableCollection<V> get() {
            if (_values == null) {
                _values = object :
                    AbstractMutableCollection<V>() {
                        override fun add(element: V): Boolean = throw
                            UnsupportedOperationException("Add is not supported on values")
                        override fun remove(element: K): Boolean = throw
                            UnsupportedOperationException("Add is not supported on values")
                        override fun contains(element: V): Boolean = contains(element)
                        override fun iterator(): Iterator<V> = entries.iterator()
                                    .map { entry -> entry.value }
                        override fun containsValue(value: V): Boolean = containsValue(value)
                        override fun equals(other: Any?): Boolean = equals(other)
                        override fun hashCode(): Int = hashCode()
                    }
            }
            return _values!!
        }
```
override fun toString() = arrayToString(array)

override fun toArray(): Array<Any?> = js("[]").slice.call(array)

private fun rangeCheck(index: Int) = index.apply {
    AbstractList.checkElementIndex(index, size)
}

private fun insertionRangeCheck(index: Int) = index.apply {
    AbstractList.checkPositionIndex(index, size)
}

internal fun sortArrayWith(array: Array<out T>, comparison: (T, T) -> Int) {
    if (getStableSortingIsSupported()) {
        array.asDynamic().sort(comparison)
    } else {
        mergeSort(array.unsafeCast<Array<T>>(), 0, array.lastIndex, Comparator(comparison))
    }
}

internal fun sortArrayWith(array: Array<out T>, comparator: Comparator<in T>) {
    if (getStableSortingIsSupported()) {
        val comparison = { a: T, b: T -> comparator.compare(a, b) }
        array.asDynamic().sort(comparison)
    } else {
        mergeSort(array.unsafeCast<Array<T>>(), 0, array.lastIndex, comparator)
    }
}

internal fun<T : Comparable<T>> sortArray(array: Array<out T>) {
    if (getStableSortingIsSupported()) {
        val comparison = { a: Int, b: Int -> a.compareTo(b) }
        array.asDynamic().sort(comparison)
    } else {
        mergeSort(array.unsafeCast<Array<Int>>(), 0, array.lastIndex, naturalOrder())
    }
}

private var _stableSortingIsSupported: Boolean? = null
private fun getStableSortingIsSupported(): Boolean {
    _stableSortingIsSupported?.let { return it }
    _stableSortingIsSupported = false

    val array = js("[]").unsafeCast<Array<Int>()
    for (index in 0 until 600) array.asDynamic().push(index)
    val comparison = { a: Int, b: Int -> (a and 3) - (b and 3) }
    array.asDynamic().sort(comparison)
    for (index in 1 until array.size) {
        val a = array[index - 1]
        val b = array[index]
        if ((a and 3) == (b and 3) && a >= b) return false
    }

    _stableSortingIsSupported = true
    return true
}

private fun<T> mergeSort(array: Array<T>, start: Int, endInclusive: Int, comparator: Comparator<in T>): Array<T> {
    if (start == end) {
        return array
    }

    val median = (start + end) / 2
    val left = mergeSort(array, buffer, start, median, comparator)
    val right = mergeSort(array, buffer, median + 1, end, comparator)

    val target = if (left === buffer) array else buffer
    var leftIndex = start
    var rightIndex = median + 1
    for (i in start..end) {
        when {
            leftIndex <= median && rightIndex <= end -> {
                target[i] = right[rightIndex]
                rightIndex++
            }
            leftIndex <= median -> {
                target[i] = left[leftIndex]
                leftIndex++
            }
            else /* rightIndex <= end */ -> {
                target[i] = right[rightIndex]
                rightIndex++
                Unit // TODO: Fix KT-31506
            }
        }
    }

    return target
}
license/LICENSE.txt file.

internal interface EqualityComparator {
    /**
     * Subclasses must override to return a value indicating
     * whether or not two keys or values are equal.
     * abstract fun equals(value1: Any?, value2: Any?): Boolean
     */
    override fun equals(value1: Any?, value2: Any?): Boolean

    /**
     * Subclasses must override to return the
     * hash code of a given key.
     */
    abstract fun getHashCode(value: Any?): Int

    /**
     * @param initialCapacity the initial capacity (ignored)
     * @throws IllegalArgumentException if the initial capacity or load factor are negative
     */
    constructor(initialCapacity: Int)

    /**
     * Constructs an instance of HashMap filled with the contents of the
     * specified [original] map.
     */
    constructor(original: Map<out K, V>):

    /**
     * Internal implementation of the map: either string-
     * based or hashcode-based.
     */
    internal constructor(internalMap: InternalMap<K, V>) :

    /**
     * Constructs an empty [HashMap]
     */
    constructor() :

    /**
     * Constructs the specialized implementation of
     * [HashMap] with [String] keys, which stores the keys as properties of
     * JS object without hashing them.
     */
    fun <V> stringMapOf(vararg pairs: Pair<String, V>): HashMap<String, V> {
        return HashMap<String, V>(InternalStringMap(EqualityComparator.HashCode)).apply {
            putAll(pairs)
        }
    }

    override fun clear() {
        internalMap.clear()
        this@HashMap.size = 0
    }

    override fun containsKey(key: K): Boolean = internalMap.containsKey(key)

    override fun containsValue(value: V): Boolean = internalMap.containsValue(value)

    override fun get(key: K): V? = internalMap.get(key)

    override fun put(key: K, value: V): V? = internalMap.put(key, value)

    override fun remove(key: K): V? = internalMap.remove(key)

    override val size: Int get() = internalMap.size
}

class InternalHashCodeMap(val equality: EqualityComparator) : InternalMap<K, V> {
    override fun equals(value1: Any?, value2: Any?): Boolean = equality.equals(value1, value2)
    override fun getHashCode(value: Any?): Int = value?.hashCode() ?: 0

    override fun contains(entry: Entry): Boolean = containsEntry(entry)

    override operator fun containsKey(key: K): Boolean = containsEntry(Entry(key, null))

    override operator fun containsValue(value: V): Boolean = containsEntry(Entry(null, value))

    override fun containsEntry(entry: Entry): Boolean = entry.key in this

    override fun hashCode(): Int = internalMap.hashCode()

    override fun clone(): InternalHashCodeMap = this
}

class InternalStringMap(val equality: EqualityComparator) : InternalMap<String, V> {
    override fun equals(value1: Any?, value2: Any?): Boolean = equality.equals(value1, value2)
    override fun getHashCode(value: Any?): Int = value?.hashCode() ?: 0

    override fun containsEntry(entry: Entry): Boolean = entry.key in this

    override operator fun containsKey(key: K): Boolean = containsEntry(Entry(key, null))

    override operator fun containsValue(value: V): Boolean = containsEntry(Entry(null, value))

    override fun containsEntry(entry: Entry): Boolean = entry.key in this

    override fun hashCode(): Int = internalMap.hashCode()

    override fun clone(): InternalStringMap = this
}

class InternalHashMap(override val equality: EqualityComparator) : InternalMap<K, V> {
    override fun containsEntry(entry: Entry): Boolean = entry.key in this

    override operator fun containsKey(key: K): Boolean = containsEntry(Entry(key, null))

    override operator fun containsValue(value: V): Boolean = containsEntry(Entry(null, value))

    override fun containsEntry(entry: Entry): Boolean = entry.key in this

    override fun hashCode(): Int = internalMap.hashCode()

    override fun clone(): InternalHashMap = this
}

class InternalLinkedListMap(override val equality: EqualityComparator) : InternalMap<K, V> {
    override fun containsEntry(entry: Entry): Boolean = entry.key in this

    override operator fun containsKey(key: K): Boolean = containsEntry(Entry(key, null))

    override operator fun containsValue(value: V): Boolean = containsEntry(Entry(null, value))

    override fun containsEntry(entry: Entry): Boolean = entry.key in this

    override fun hashCode(): Int = internalMap.hashCode()

    override fun clone(): InternalLinkedListMap = this
}

class InternalArrayMap(override val equality: EqualityComparator) : InternalMap<K, V> {
    override fun containsEntry(entry: Entry): Boolean = entry.key in this

    override operator fun containsKey(key: K): Boolean = containsEntry(Entry(key, null))

    override operator fun containsValue(value: V): Boolean = containsEntry(Entry(null, value))

    override fun containsEntry(entry: Entry): Boolean = entry.key in this

    override fun hashCode(): Int = internalMap.hashCode()

    override fun clone(): InternalArrayMap = this
}

class InternalArrayMapNoEquality(override val equality: EqualityComparator) : InternalMap<K, V> {
    override fun containsEntry(entry: Entry): Boolean = entry.key in this

    override operator fun containsKey(key: K): Boolean = containsEntry(Entry(key, null))

    override operator fun containsValue(value: V): Boolean = containsEntry(Entry(null, value))

    override fun containsEntry(entry: Entry): Boolean = entry.key in this

    override fun hashCode(): Int = internalMap.hashCode()

    override fun clone(): InternalArrayMapNoEquality = this
}

class InternalArrayMapNoEquality

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```kotlin
package kotlin.collections

/**
 * The implementation of the [MutableSet] interface, backed by a [HashMap] instance.
 */
public actual open class HashSet<E> : AbstractMutableSet<E>, MutableSet<E> {

    private val map: HashMap<E, Any>

    /**
     * Constructs a new empty [HashSet].
     */
    actual constructor() {
        map = HashMap<E, Any>()
    }

    /**
     * Constructs a new [HashSet] filled with the elements of the specified collection.
     */
    actual constructor(elements: Collection<E>) {
        map = HashMap<E, Any>(elements.size)
        addAll(elements)
    }

    /**
     * Creates a new instance of the specialized implementation of [HashSet] with the specified [String] elements,
     * which elements the keys as properties of JS object without hashing them.
     */
    public fun stringSetOf(vararg elements: String): HashSet<String> {
        return HashSet(stringMapOf<Any>()).apply { addAll(elements) }
    }

    @Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
    actual constructor(initialCapacity: Int, loadFactor: Float = 0.0f) {
        map = HashMap<E, Any>(initialCapacity, loadFactor)
    }

    actual constructor(initialCapacity: Int) : this(initialCapacity, 0.0f)

    internal constructor(map: HashMap<E, Any>) {
        this.map = map
    }

    actual override fun add(element: E): Boolean {
        val old = map.put(element, this)
        return old == null
    }

    actual override fun clear() {
        map.clear()
    }

    actual override operator fun contains(element: E): Boolean = map.containsKey(element)

    actual override fun isEmpty(): Boolean = map.isEmpty()

    actual override fun iterator(): MutableIterator<E> = map.keys.iterator()

    actual override fun remove(element: E): Boolean = map.remove(element) != null

    @Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
    actual override fun size: Int get() = map.size

    internal class InternalHashCodeMap<K, V>(override val equality: EqualityComparator) : InternalMap<K, V> {

        private var backingMap: dynamic = createJsMap()
        override var size: Int = 0
            private set

        override fun put(key: K, value: V): V? {
            val hashCode = equality.getHashCode(key)
            val chainOrEntry = getChainOrEntryOrNull(hashCode) ?: return null
            if (chainOrEntry !is Array<*>) {
                val entry: MutableEntry<K, V> = chainOrEntry
                if (equality.equals(entry.key, key)) {
                    return entry.setValue(value)
                } else {
                    chainOrEntry = arrayOf(chainOrEntry, SimpleEntry(key, value))
                }
            } else {
                val chain: Array<MutableEntry<K, V>> = chainOrEntry
                for (entry in chain) {
                    if (equality.equals(entry.key, key)) {
                        return entry.setValue(value)
                    }
                }
            }
        }

        override fun remove(key: K): V? {
            val hashCode = equality.getHashCode(key)
            val chainOrEntry = getChainOrEntryOrNull(hashCode) ?: return null
            if (chainOrEntry !is Array<*>) {
                val entry: MutableEntry<K, V> = chainOrEntry
                if (equality.equals(entry.key, key)) {
                    val chain = entry.values.asDynamic().values
                    for (entry in chain) {
                        if (equality.equals(entry.key, key)) {
                            return entry.setValue(value)
                        }
                    }
                } else {
                    val chain = entry.values.asDynamic().values
                    for (entry in chain) {
                        if (equality.equals(entry.key, key)) {
                            return entry.setValue(value)
                        }
                    }
                }
            } else {
                val chain = entry.values.asDynamic().values
                for (entry in chain) {
                    if (equality.equals(entry.key, key)) {
                        return entry.setValue(value)
                    }
                }
            }
        }

        override fun get(key: K): V? {
            val hashCode = equality.getHashCode(key)
            val chainOrEntry = getChainOrEntryOrNull(hashCode) ?: return null
            if (chainOrEntry !is Array<*>) {
                val entry: MutableEntry<K, V> = chainOrEntry
                if (equality.equals(entry.key, key)) {
                    return entry.getValue()
                } else {
                    val chain = entry.values.asDynamic().values
                    for (entry in chain) {
                        if (equality.equals(entry.key, key)) {
                            return entry.getValue()
                        }
                    }
                }
            } else {
                val chain = entry.values.asDynamic().values
                for (entry in chain) {
                    if (equality.equals(entry.key, key)) {
                        return entry.getValue()
                    }
                }
            }
        }

        override fun containsKey(key: K): Boolean {
            val hashCode = equality.getHashCode(key)
            val chainOrEntry = getChainOrEntryOrNull(hashCode) ?: return false
            if (chainOrEntry !is Array<*>) {
                val entry: MutableEntry<K, V> = chainOrEntry
                if (equality.equals(entry.key, key)) {
                    return true
                } else {
                    val chain = entry.values.asDynamic().values
                    for (entry in chain) {
                        if (equality.equals(entry.key, key)) {
                            return true
                        }
                    }
                }
            } else {
                val chain = entry.values.asDynamic().values
                for (entry in chain) {
                    if (equality.equals(entry.key, key)) {
                        return true
                    }
                }
            }
        }

        override fun containsValue(value: V): Boolean {
            val hashCode = equality.getHashCode(value)
            val chainOrEntry = getChainOrEntryOrNull(hashCode) ?: return false
            if (chainOrEntry !is Array<*>) {
                val entry: MutableEntry<K, V> = chainOrEntry
                if (equality.equals(entry.getValue(), value)) {
                    return true
                } else {
                    val chain = entry.values.asDynamic().values
                    for (entry in chain) {
                        if (equality.equals(entry.getValue(), value)) {
                            return true
                        }
                    }
                }
            } else {
                val chain = entry.values.asDynamic().values
                for (entry in chain) {
                    if (equality.equals(entry.getValue(), value)) {
                        return true
                    }
                }
            }
        }

        override fun size(): Int {
            return map.size
        }

        override fun equals(other: Any?): Boolean {
            if (other is InternalMap && other.equality == equality) {
                val otherMap = other as InternalMap
                return map == otherMap.backingMap && size == otherMap.size
            } else {
                return false
            }
        }

        override fun hashCode(): Int {
            return equality.hashCode(map)
        }
    }
```
```kotlin
override fun clear() {
    backingMap = createJsMap() // var state = -1; not ready, 0 - ready, 1 - done
    val keys = Array<String>(backingMap.keys).var keyIndex = -1
    var chainOrEntry: dynamic = null
    var itemIndex = -1
    var lastEntry: MutableEntry<K, V>? = null

    private fun computeNext(): Int {
        if (chainOrEntry != null && chainOrEntry is Array<MutableEntry<K, V>>)
            return 0
        return 1
    }

    override fun hasNext(): Boolean {
        if (state == -1)
            state = computeNext()
        return state == 0
    }

    override fun next(): MutableEntry<K, V> {
        if (!hasNext()) throw NoSuchElementException()
        val lastEntry = if (isChain) {
            chainOrEntry.unsafeCast<Array<MutableEntry<K, V>>>()
        } else {
            chainOrEntry.unsafeCast<MutableEntry<K, V>>()
        }
        this.lastEntry = lastEntry
        state = -1
        return lastEntry
    }

    override fun remove() {
        checkNotNull(lastEntry)
        this@InternalHashCodeMap.remove(lastEntry!!.key)
        lastEntry = null
    }
}
```

This is an implementation of the `InternalMap` interface, which provides basic operations for a map-like structure. The `createJsMap` function creates a JavaScript map, and the `computeNext` function calculates the next entry in the map. The `hasNext` and `next` functions check if there is a next entry and return it, respectively. The `remove` function removes the last entry in the map and updates the state accordingly.
backingMap: dynamic = createJsMap() in override var size: Int = 0 in private set

/**/ // * A mod count to track 'value' replacements in map to ensure that the 'value' that we have in the
// * iterator entry is guaranteed to be still correct. */ // * This is to optimize for the common scenario where the values are not modified during
// * iterations where the entries are never stale. */ // */ */ // * private var valueMod: Int = 0

//    /**
//     * A mod count to track 'value' replacements in map to ensure that the 'value' that we have in the
//     * iterator entry is guaranteed to be still correct.
//     * This is to optimize for the common scenario where the values are not modified
//     * during iterations where the entries are never stale.
//     */
//    private var valueMod: Int = 0

    override operator fun contains(key: K): Boolean {
        if (key !is String) return false
        return backingMap[key] !== undefined
    }

    override operator fun get(key: K): V? {
        if (key !is String) return null
        val oldValue = backingMap[key]
        backingMap[key] = value
        if (oldValue === undefined) {
            size++
            structureChanged(host)
            return null
        } else {
            // structureChanged(host) return undefined
            return oldValue.unsafeCast<V>()
        }
    }

    override fun put(key: K, value: V): V? {
        require(key is String)
        val oldValue = backingMap[key]
        backingMap[key] = value
        if (oldValue === undefined) {
            size++
            // structureChanged(host)
            return null
        } else {
            // valueMod++
            return oldValue.unsafeCast<V>()
        }
    }

    override fun remove(key: K): V? {
        if (key !is String) return null
        val oldValue = backingMap[key]
        if (oldValue !== undefined) {
            jsDeleteProperty(backingMap, key) return oldValue.unsafeCast<V>()
        } else {
            // valueMod++
            return null
        }
    }

    override fun clear() {
        backingMap = createJsMap()
        size = 0
    }

    override fun iterator(): MutableIterator<MutableEntry<K, V>> {
        return object :
            private val keys: Array<String> = js("Object").keys(backingMap)
            private val iterator = keys.iterator()
            private var lastKey: String? = null

            override fun hasNext(): Boolean = iterator.hasNext()

            override fun next(): MutableEntry<K, V> {
                val key = iterator.next()
                lastKey = key
                @Suppress("UNCHECKED_CAST")
                return newMapEntry(key as K)
            }

            override fun remove() {
                @Suppress("UNCHECKED_CAST")
                this@InternalStringMap.remove(checkNotNull(lastKey) as K)
            }

            override fun override fun hasNext(): Boolean = iterator.hasNext() in override fun next():
            val key = iterator.next()
            lastKey = key
            @Suppress("UNCHECKED_CAST")
            return newMapEntry(key as K) in override fun remove()
            @Suppress("UNCHECKED_CAST")
            this@InternalStringMap.remove(checkNotNull(lastKey) as K) in override fun next():
            val key = iterator.next()
            lastKey = key
            @Suppress("UNCHECKED_CAST")
            return newMapEntry(key as K) in override fun remove()

            // The last entry that was returned from this iterator.
            // The entry we use includes next/prev pointers for a doubly-linked circular
            // list with a head node. This reduces the special cases we have to deal with
            * in the list operations.
            * Note that we duplicate the key from the underlying hash map so we can find
            * the eldest entry. The alternative would have been to modify HashMap so
            * more
            * of the code was directly usable here, but this would have added some
            * overhead to HashMap, or to reimplementation of most of the HashMap code here within
            *
            * small modifications. Paying a small storage cost only if you use
            * LinkedHashMap and minimizing code size seemed like a better tradeof
            * private class
            * ChainEntry<K, V>(key: K, value: V) : AbstractMutableMap.SimpleEntry<K, V>(key, value) {
            * internal var next: ChainEntry<K, V>? = null
            * internal var prev: ChainEntry<K, V>? = null
            * internal class EntrySet : AbstractMutableSet<MutableEntry<K, V>>, Object {
            * private inner class EntryIterator :
            * The last entry that was returned from this iterator.
            * private var last: ChainEntry<K, V>? = null
            * The next entry to return from this iterator.
            * private var next: ChainEntry<K, V>? = null
            * init {
            * next = head
            * recordLastKnownStructure(map, this)
            * override fun hasNext(): Boolean {
            * return next !== null
            * }
            * override fun next(): ChainEntry<K, V> {
            *
checkStructuralChange(map, this)

    if (!hasNext()) throw NoSuchElementException()

    val current = next!!

    last = current

    next = current.next!!.takeIf { it !== head }?.

    return

    current

    override fun remove() {

        check(last != null)!!

        checkStructuralChange(map, this)

        last!!.remove()

        map.remove(last!!.key)!!

        recordLastKnownStructure(map, this)

        last = null

        override fun add(element: MutableEntry<K, V>): Boolean = throw UnsupportedOperationException("Add is not supported on entries")

        override operator fun contains(element: ChainEntry<K, V>): Boolean = containsEntry(element)

        override operator fun remove(element: ChainEntry<K, V>): Boolean {

            if (contains(element)) {

                this@LinkedHashMap.remove(element.key)

                return true

            } else {

                return false

            } override override val size: Int get() = this@LinkedHashMap.size

    // The head of the insert order chain, which is a doubly-linked circular

    // list.

    // * The most recently inserted node is at the end of the chain, ie.

    // * chain.prev == null

    // * private var head: ChainEntry<K, V>?? = null

    // * Add this node to the end of the chain.

    // * private fun ChainEntry<K, V>.addToEnd() {

        // This entry is not in the list.

        check(next == null && prev == null)

        val _head = head!!

        if (_head == null) {

            _head = this

            _head.next = this

        } else {

            _head.next = this

            val _prev = _head.prev

            _head.prev = this

            _head = this

            _head.next = this

        } // Update my new siblings: current head and old tail

        _head.prev = this

        _tail.next = this

        return true

    }

    private fun updateEntry(entry: ChainEntry<K, V>) {

        head = entry

        tail = entry

        head!!.next = this

        tail!!.prev = this

    }

    private var head: ChainEntry<K, V>? = null

    private var tail: ChainEntry<K, V>? = null

    // The hashmap that keeps track of our entries and the chain. Note that we

    // duplicate the key here to eliminate changes to HashMap and minimize the

    // * code here, at the expense of additional space.

    // *

    // private val map: HashMap<K, ChainEntry<K, V>> = HashMap()

    // * Constructs an empty [HashMap] instance.

    // *

    // * @param initialCapacity the initial capacity (ignored)

    // *

    // * @param loadFactor the load factor (ignored)

    // *

    // * @throws IllegalArgumentException if the initial capacity or load factor are negative

    // *

    // Constructs an instance of [LinkedHashMap] filled with the contents of the specified [original] map.

    // *

    // actual constructor:

    // *

    // var node: ChainEntry<K, V> = head ?: return false

    // override fun clone(): Any {

        // return LinkedHashMap(this)

        // this

        // actual override fun containsKey(key: K):

        // Boolean = map.containsKey(key)

        // actual override fun containsValue(value: V):

        // Boolean = map.containsValue(value)

        // override fun iterator(): Iterator<MutableEntry<K, V>> = EntryIterator()

        // override fun remove(element: MutableEntry<K, V>): Boolean = remove(element)

        // override operator fun remove(element: MutableEntry<K, V>): Boolean = throw UnsupportedOperationException("Add is not supported on entries")

        // override operator fun add(element: ChainEntry<K, V>): Boolean = throw UnsupportedOperationException("Add is not supported on entries")

        // override fun contains(element: ChainEntry<K, V>): Boolean = containsEntry(element)

        // override operator fun remove(element: ChainEntry<K, V>): Boolean {

            if (contains(element)) {

                this@LinkedHashMap.remove(element.key)

                return true

            } else {

                return false

            }
keys, which stores the keys as properties of

```kotlin
linkedStringMapOf(vararg pairs: Pair<String, V>): LinkedHashMap<String, V> {
    return LinkedHashMap<String, V>(stringMapOf<Any>()).apply { putAll(pairs) };
}
```

```kotlin
public fun <V>
linkedStringMapOf(vararg pairs: Pair<String, V>): LinkedHashMap<String, V> {
    return LinkedHashMap<String, V>(stringMapOf<Any>()).apply { putAll(pairs) }
}
```

```kotlin
/*
 * Copyright 2008 Google Inc.
 * @param initialCapacity the initial capacity (ignored)
 * @param loadFactor the load factor (ignored)
 * @throws IllegalArgumentException if the initial capacity or load factor are negative
 */
actual constructor(initialCapacity: Int, loadFactor: Float = 0.0f) : super(LinkedHashSet<E, Any?>()) { Constructs a new empty LinkedHashSet.
}
```

```kotlin
actual constructor(initialCapacity: Int, loadFactor: Float = 0.0f) : super(LinkedHashSet<E, Any?>()) {
    Constructs a new LinkedHashSet filled with the elements of the specified collection.
    Constructs a new empty LinkedHashSet.
}
```

```kotlin
/*
 * Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language contributors.
 * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.
 */
```

```kotlin
/*
 * Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language contributors.
 * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.
 */
```

```kotlin
package kotlin

import kotlin.contracts.*

public typealias Synchronized = kotlin.jvm.Synchronized

public typealias Volatile = kotlin.jvm.Volatile

actual inline fun <R> synchronized(lock: Any, block: () -> R): R {
    contract {
        callsInPlace(block, InvocationKind.EXACTLY_ONCE)
    }
    return block()
}
```

```kotlin
/*
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 * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.
 */
```

```kotlin
package kotlin.io

internal abstract class BaseOutput {
    open fun println() {
        print("\n")
    }

    open fun println(message: Any?) {
        print(message)
        println()
    }

    abstract fun print(message: Any?)

    open fun flush() {}
}
```

```kotlin
/** JsName used to make the declaration available outside of module to test it */
@JsName("NodeJsOutput")
internal class NodeJsOutput(val outputStream: dynamic) : BaseOutput() {
    override fun print(message: Any?) {
        // TODO: Using local variable because of bug in block decomposition lowering in IR backend
        val messageString = String(message)
        outputStream.write(messageString)
    }
}
```

```kotlin
/** JsName used to make the declaration available outside of module to test it */
@JsName("OutputToConsoleLog")
internal class OutputToConsoleLog : BaseOutput() {
    override fun print(message: Any?) {
        console.log(message)
    }

    override fun println(message: Any?) {
        console.log(message)
    }

    override fun println() {
        console.log("")
    }
}
```

```kotlin
/** JsName used to make the declaration available outside of module to test it and use at try.kotl.in */
@JsName("BufferedOutput")
internal open class BufferedOutput : BaseOutput() {
    var buffer = ""

    override fun print(message: Any?) {
        buffer += String(message)
    }

    override fun flush() {
        buffer = ""
    }
}
```

```kotlin
/** JsName used to make the declaration available outside of module to test it */
@JsName("BufferedOutputToConsoleLog")
internal class BufferedOutputToConsoleLog : BufferedOutput() {
    override fun print(message: Any?) {
        var buffer = ""
        buffer += String(message)
        buffer += s
        override fun flush() {
            buffer = ""
        }
    }
}
```

```kotlin
public fun linkedStringSetOf(vararg elements: String): LinkedHashSet<String> {
    return LinkedHashSet(linkedStringMapOf<Any>()).apply { addAll(elements) }
}
```

```kotlin
/*
 * Copyright 2008 Google Inc.

// public override fun clone(): Any {
//    return LinkedHashSet(this)
//}*/
```

```kotlin
/*
 * Copyright 2008 Google Inc.
 */
```

```kotlin
package kotlin.collections

/**
 * The implementation of the [MutableSet] interface, backed by a [LinkedHashMap] instance.
 * This implementation preserves the insertion order of elements during the iteration.
 * Actual constructor: map: LinkedHashSet<E, Any?>) : super(map)
 */
```

```kotlin
/*
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 */
```

```kotlin
/*
 * Copyright 2008 Google Inc.
 */
```

```kotlin
package kotlin

import kotlin.contracts.*

public typealias Synchronized = kotlin.jvm.Synchronized

public typealias Volatile = kotlin.jvm.Volatile

actual inline fun <R> synchronized(lock: Any, block: () -> R): R {
    contract {
        callsInPlace(block, InvocationKind.EXACTLY_ONCE)
    }
    return block()
}
```

```kotlin
/*
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 * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.
 */
```

```kotlin
package kotlin.io

internal abstract class BaseOutput {
    open fun println() {
        print("\n")
    }

    open fun println(message: Any?) {
        print(message)
        println()
    }

    abstract fun print(message: Any?)

    open fun flush() {}
}
```

```kotlin
/** JsName used to make the declaration available outside of module to test it */
@JsName("NodeJsOutput")
internal class NodeJsOutput(val outputStream: dynamic) : BaseOutput() {
    override fun print(message: Any?) {
        // TODO: Using local variable because of bug in block decomposition lowering in IR backend
        val messageString = String(message)
        outputStream.write(messageString)
    }
}
```

```kotlin
/** JsName used to make the declaration available outside of module to test it */
@JsName("OutputToConsoleLog")
internal class OutputToConsoleLog : BaseOutput() {
    override fun print(message: Any?) {
        console.log(message)
    }

    override fun println(message: Any?) {
        console.log(message)
    }

    override fun println() {
        console.log("")
    }
}
```

```kotlin
/** JsName used to make the declaration available outside of module to test it */
@JsName("BufferedOutput")
internal open class BufferedOutput : BaseOutput() {
    var buffer = ""

    override fun print(message: Any?) {
        buffer += String(message)
    }

    override fun flush() {
        buffer = ""
    }
}
```

```kotlin
/** JsName used to make the declaration available outside of module to test it */
@JsName("BufferedOutputToConsoleLog")
internal class BufferedOutputToConsoleLog : BufferedOutput() {
    override fun print(message: Any?) {
        var buffer = ""
        buffer += String(message)
        buffer += s
        override fun flush() {
            buffer = ""
        }
    }
}
```
make the declaration available outside of module to test it and use at try.kotl.in */
@JsName("output")
internal
var output = run {
    val isNode: Boolean = js("typeof process !== 'undefined' && process.versions &&
!!process.versions.node")
    if (isNode) NodeJsOutput(js("process.stdout")) else
BufferedOutputToConsoleLog()
}

@kotlin.internal.InlineOnly
private inline fun String(value: Any?): String =
    js("String")(value)

/** Prints the line separator to the standard output stream. */
public actual fun println() {
    output.println()
}

/** Prints the given [message] and the line separator to the standard output stream. */
public
actual fun println(message: Any?) {
    output.println(message)
}

/** Prints the given [message] to the standard output stream. */
public actual fun print(message: Any?) {
    output.print(message)
}

// * Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language contributors.

package kotlin.coroutines

import
kotlin.coroutines.intrinsics.CoroutineSingletons.*
import
kotlin.coroutines.intrinsics.COROUTINE_SUSPENDED

@PublishedApi
@SinceKotlin("1.3")
internal
actual class SafeContinuation<in T>
internal actual constructor(
    private val delegate: Continuation<T>,
    initialResult: Any?
) : Continuation<T> {
    @PublishedApi
    internal actual constructor(delegate: Continuation<T>) : this(delegate, UNDECIDED)

    public actual override val context: CoroutineContext
    get() = delegate.context

    private var result: Any? = initialResult

    public actual override fun resumeWith(result: Result<T>) {
        val cur = this.result
        when {
            cur === UNDECIDED -> {
                this.result = result
            }
            cur === COROUTINE_SUSPENDED -> {
                this.result = RESUMED
                delegate.resumeWith(result)
            }
            else -> throw
IllegalStateException("Already resumed")
        }
    }

    @PublishedApi
    internal actual fun getOrThrow(): Any? {
        if (result === UNDECIDED) {
            result = COROUTINE_SUSPENDED
            return COROUTINE_SUSPENDED
        }
        val result = this.result
        return when {
            result === RESUMED
            result is Result.Failure
            else
        }
    }
}

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package kotlin.js

/**
 * Exposes the [Date API](https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/Date) to Kotlin.
 */
@Suppress("NOT_DOCUMENTED")
public external class Date() {
    public constructor(milliseconds: Number)

    public constructor(dateString: String)

    public constructor(year: Int, month: Int)

    public constructor(year: Int, month: Int, day: Int)

    public constructor(year: Int, month: Int, day: Int, hour: Int)

    public constructor(year: Int, month: Int, day: Int, hour: Int, minute: Int)

    public constructor(year: Int, month: Int, day: Int, hour: Int, minute: Int, second: Int)

    public constructor(year: Int, month: Int, day: Int, hour: Int, minute: Int, second: Int, millisecond: Number)

    public fun getDate(): Int

    public fun getDay(): Int

    public fun getFullYear(): Int

    public fun getHours(): Int

    public fun getMilliseconds(): Int

    public fun getMinutes(): Int

    public fun getMonth(): Int

    public fun getSeconds(): Int

    public fun getTime(): Double

    public fun getTimezoneOffset(): Int

    public fun getUTCDate(): Int

    public fun getUTCDay(): Int

    public fun getUTCFullYear(): Int

    public fun getUTCHours(): Int

    public fun getUTCMilliseconds(): Int

    public fun getUTCMinutes(): Int

    public fun getUTCMonth(): Int

    public fun getUTCSec(): Int

    public fun getDate(): Int

    public fun getFullYear(): Int

    public fun getHours(): Int

    public fun getMilliseconds(): Int

    public fun getMinutes(): Int

    public fun getMonth(): Int

    public fun getSeconds(): Int

    public fun getUtcmilliseconds(): Int

    public fun getUTCMinutes(): Int

    public fun getUTCMonth(): Int

    public fun getUTCSec(): Int

    public fun toDateString(): String

    public fun toISOString(): String

    public fun toJSON(): Json

    public fun toLocaleDateString(locales: Array<String> = definedExternally, options: LocaleOptions = definedExternally): String
}

// * Exposes the [Date API](https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/Date) to Kotlin.

*
inline fun String.toRegex(option: RegexOption): Regex = Regex(this, option)

/**
 * Converts the string into a regular expression [Regex] with the specified set of [options].
 */
@kotlin.internal.InlineOnly
public inline fun String.toRegex(options: Set<RegexOption>): Regex = Regex(this, options)

@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("StringsKt")

package kotlin

/**
 * Builds new string by populating newly created [StringBuilder] using provided
 * [builderAction] and then converting it to [String].
 */
@kotlin.internal.InlineOnly
public inline fun String.toRegex(StringBuilderAction: () -> Unit): String =

StringBuilder().apply(builderAction).toString()

@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("StringsKt")

package kotlin

/**
 * Builds new string by populating newly created
 * [StringBuilder] initialized with the given [capacity] and then converting it to
 * [String].
 */
@kotlin.internal.InlineOnly
public inline fun String.toRegex(StringBuilderAction: () -> Unit): String =

StringBuilder(capacity).apply(builderAction).toString()

@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("StringsKt")

package kotlin

/**
 * Appends all arguments to the given
 * [Appendable].
 */
public fun <T : Appendable> T.append(vararg value: CharSequence?): T {
    for (item in value)
        append(item)
    return this
}

/**
 * Appends all arguments to the given
 * [StringBuilder].
 */
public fun StringBuilder.append(vararg value: String?): StringBuilder {
    for (item in value)
        append(item)
    return this
}

/**
 * Appends all arguments to the given
 * [StringBuilder].
 */
public fun StringBuilder.append(vararg value: Any?): StringBuilder {
    for (item in value)
        append(item)
    return this
}

internal fun <T> Appendable.appendElement(element: T, transform: ((T) -> CharSequence)?) {
    when {
        transform != null -> append(transform(element))
        element is CharSequence? ->
            append(element)
        element is Char ->
            append(element)
        else ->
            append(element.toString())
    }
}

@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("StringsKt")

package kotlin

/**
 * Builds new string by populating newly created
 * [StringBuilder] using provided [builderAction] and then converting it to
 * [String].
 */
@kotlin.internal.InlineOnly
public inline fun String.toRegex(StringBuilderAction: () -> Unit): String =

StringBuilder().apply(builderAction).toString()

@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("StringsKt")

package kotlin

/**
 * Builds new string by populating newly created
 * [StringBuilder] using provided [builderAction] and then converting it to
 * [String].
 */
@kotlin.internal.InlineOnly
public inline fun String.toRegex(StringBuilderAction: () -> Unit): String =

StringBuilder(capacity).apply(builderAction).toString()
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```kotlin
/**
 * Reinterprets this value as a value of the [dynamic type](/docs/reference/dynamic-type.html).
 * Allows to iterate this `dynamic` object in the following cases:
 * - when it has an `iterator` function,
 * - when it is an array
 * - when it is an instance of [kotlin.collections.Iterable]
 * - when it has an `iterator` function on the
 *   dynamic.unsafeCast:
 */
@kotlin.internal.InlineOnly
public inline fun Any?.asDynamic(): dynamic = this

/**
 * Reinterprets this value as a value of the specified type [T]
 * without any actual type checking.
 */
@kotlin.internal.InlineOnly
public inline fun <T> Any?.unsafeCast(): T = this.asDynamic().unsafeCast() as T

/**
 * Reinterprets this `dynamic` value as a value of the
 * specified type [T]
 */
@kotlin.internal.InlineOnly
public inline fun dynamic.unsafeCast(): T = dynamic.unsafeCast<T>()

/**
 * Allows to iterate this `dynamic`
 * \( r.asIterable<*>().iterator() \)
 * when \( r \) is an arrayish
 */
public operator fun dynamic.iterator(): Iterator<dynamic> {
    val r: Any? = this

    return when {
        r["iterator"] != null ->
            r.unsafeCast<Array<*>>().iterator()
        isArrayish(r) ->
            r.unsafeCast<Array<*>>().iterator()
        else ->
            (r as Iterable<*>).iterator()
    }
}
```

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```kotlin
@JsName("throwNPE")
internal fun throwNPE(message: String) {
    throw NullPointerException(message)
}

@JsName("throwCCE")
internal fun throwCCE() {
    throw ClassCastException("Illegal cast")
}

@JsName("throwISE")
internal fun throwISE(message: String) {
    throw IllegalStateException(message)
}

@JsName("throwUPAE")
internal fun throwUPAE(propertyName: String) {
    throw UninitializedPropertyAccessException("lateinit property \$\{propertyName\} has not been initialized")
}
```

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```kotlin
// a package is omitted to get declarations directly under the
// module

@JsName("throwNPE")
internal fun throwNPE(message: String) {
    throw NullPointerException(message)
}

@JsName("throwCCE")
internal fun throwCCE() {
    throw ClassCastException("Illegal cast")
}

@JsName("throwISE")
internal fun throwISE(message: String) {
    throw IllegalStateException(message)
}

@JsName("throwUPAE")
internal fun throwUPAE(propertyName: String) {
    throw UninitializedPropertyAccessException("lateinit property \$\{propertyName\} has not been initialized")
}
```

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```kotlin
public actual open class Error actual constructor(message: String?, cause: Throwable?) : Throwable(message, cause ?: null) {
    actual constructor() : this(null, null) {
        Error::class.js.asDynamic().call(this, null, null)
    }

    actual constructor(message: String?) : this(message, null) {
        Error::class.js.asDynamic().call(this, message, null)
    }

    actual constructor(cause: Throwable?) : this(cause) {
        Error::class.js.asDynamic().call(this, cause)
    }
}
```

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```kotlin
public actual open class Exception actual constructor(message: String?, cause: Throwable?) : Throwable(message, cause ?: null) {
    actual constructor() : this(null, null) {
        Exception::class.js.asDynamic().call(this, null, null)
    }

    actual constructor(message: String?) : this(message, null) {
        Exception::class.js.asDynamic().call(this, message, null)
    }

    actual constructor(cause: Throwable?) : this(cause) {
        Exception::class.js.asDynamic().call(this, cause)
    }
}
```

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```kotlin
public actual open class RuntimeException actual constructor(message: String?, cause: Throwable?) : Exception(message, cause) {
    actual constructor() : this(null, null) {
        RuntimeException::class.js.asDynamic().call(this, null, null)
    }

    actual constructor(message: String?) : this(message, null) {
        RuntimeException::class.js.asDynamic().call(this, message, null)
    }

    actual constructor(cause: Throwable?) : this(cause) {
        RuntimeException::class.js.asDynamic().call(this, cause)
    }
}
```

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```kotlin
public actual open class IllegalArgumentException actual constructor(message: String?, cause: Throwable?) : RuntimeException(message, cause) {
    actual constructor() : this(null, null) {
        IllegalArgumentException::class.js.asDynamic().call(this, null, null)
    }

    actual constructor(message: String?) : this(message, null) {
        IllegalArgumentException::class.js.asDynamic().call(this, message, null)
    }

    actual constructor(cause: Throwable?) : this(cause) {
        IllegalArgumentException::class.js.asDynamic().call(this, cause)
    }
}
```

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```kotlin
public actual open class IndexOutOfBoundsException actual constructor(message: String?) : RuntimeException(message) {
    actual constructor() : this(null)
}
```

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actual open class ConcurrentModificationException actual constructor(message: String?, cause: Throwable?) :
    RuntimeException(message, cause) {
    actual constructor() : this(null, null)
    actual constructor(message: String?) : this(message, null)
    actual constructor(cause: Throwable?) : this(cause)
}

public actual open class UnsupportedOperationActualException actual constructor(message: String?, cause: Throwable?) :
    RuntimeException(message, cause) {
    actual constructor() : this(null, null)
    actual constructor(message: String?) : this(message, null)
    actual constructor(cause: Throwable?) : this(cause)
}

public actual open class NumberFormatException actual constructor(message: String?) :
    IllegalArgumentException(message) {
    actual constructor() : this(null)
}

public actual open class NullPointerException actual constructor(message: String?) :
    RuntimeException(message) {
    actual constructor() : this(null)
}

public actual open class ClassCastException actual constructor(message: String?) :
    RuntimeException(message) {
    actual constructor() : this(null)
}

private actual constructor(message: String?, cause: Throwable?) : Error(message, cause) {
    actual constructor() : this(null)
    constructor(message: String?) : this(message, null)
    actual constructor(message: Any?) : this(message.toString(), message as? Throwable)
}

public actual open class NoSuchElementException actual constructor(message: String?) :
    RuntimeException(message) {
    actual constructor() : this(null)
}

@SinceKotlin("1.3")
public actual open class ArithmeticException actual constructor(message: String?) :
    RuntimeException(message) {
    actual constructor() : this(null)
}

public actual open class NoWhenBranchMatchedException actual constructor(message: String?, cause: Throwable?) :
    RuntimeException(message, cause) {
    actual constructor() : this(null, null)
    actual constructor(message: String?) : this(message, null)
    actual constructor(cause: Throwable?) : this(cause)
}

public actual open class UninitializedPropertyAccessException actual constructor(message: String?, cause: Throwable?) :
    RuntimeException(message, cause) {
    actual constructor() : this(null, null)
    actual constructor(message: String?) : this(message, null)
    actual constructor(cause: Throwable?) : this(cause)
}

/*
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 */
package kotlin.collections

/**
 * Groups elements from the [Grouping] source by key and counts elements in each group.
 * @return a [Map] associating the key of each group with the count of element in the group.
 */
@SinceKotlin("1.1")
public fun <T, K> Grouping<T, K>.eachCount(): Map<K, Int> =
    fold(0) { acc, _ -> acc + 1 }

/*
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 */
@file:kotlin.jvm.JvmName("GroupingKt")
@file:kotlin.jvm.JvmMultifileClass

package kotlin.collections

/**
 * Represents a source of elements with a [keyOf] function, which can be applied to each element to get its key.
 */
@SinceKotlin("1.1")
public open interface Grouping<T, out K> {
    /** Returns an [Iterator] over the elements of the source of this grouping. */
    fun sourceIterator(): Iterator<T>
    /** Extracts the key of an [element]. */
    fun keyOf(element: T): K
}

fun Grouping<T, K>.groupBy(operation: (T) -> K): Map<K, List<T>> =
    foldEmptyMap { map, e -> map + keyOf(e) } { map + keyOf(e) }

fun Grouping<T, K>.groupByWith(operation: (T) -> K, valueSelector: (T) -> Any): Map<K, List<Any>> =
    foldEmptyMap { map, e -> map + keyOf(e) } { map + keyOf(e) }

fun Grouping<T, K>.groupBySize(operation: (T) -> K): Map<K, List<T>> =
    foldEmptyMap { map, e -> map + keyOf(e) } { map + keyOf(e) }

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 */

group this element belongs to; the current value of the accumulator of the group, can be `null` if it's the first `element` encountered in the group; the `element` from the source being aggregated; if it's the first `element` encountered in the group, @return a [Map] associating the key of each group with the result of aggregation of the group elements.

```kotlin
@SinceKotlin("1.1")
public inline fun <T, K, R> Grouping<T, K>.aggregate(
    operation: (key: K, accumulator: R?, element: T, first: Boolean) -> R
): Map<K, R> {
    return aggregateTo(mutableMapOf<K, R>(), operation)
}

/**
 * Groups elements from the [Grouping] source by key and applies [operation] to the elements of each group sequentially; passing the previously accumulated value and the current element as arguments, and stores the results in the given [destination] map.
 * The key for each element is provided by the [Grouping.keyOf] function.
 * If the [destination] map already has a value corresponding to some key then the elements being aggregated for that key are never considered as first.
 * @return the [destination] map associating the key of each group with the result of aggregation of the group elements.
 * @sample samples.collections.Grouping.aggregateByRadixTo
 */
@SinceKotlin("1.1")
public inline fun <T, K, R, M : MutableMap<in K, R>> Grouping<T, K>.aggregateTo(
    destination: M,
    operation: (key: K, accumulator: R?, element: T, first: Boolean) -> R
): M {
    for (e in this.sourceIterator()) {
        val key = keyOf(e)
        var accumulator = destination[key]
        destination[key] = operation(key, accumulator, e, accumulator == null && !destination.containsKey(key))
    }
    return destination
}

/**
 * Groups elements from the [Grouping] source by key and applies [operation] to the elements of each group sequentially, passing the previously accumulated value and the current element as arguments, and stores the results in a new map.
 * An initial value of accumulator is provided by [initialValueSelector] function.
 * @return a [Map] associating the key of each group with the result of accumulating the group elements.
 * @sample samples.collections.Grouping.foldByEvenLengthWithComputedInitialValue
 */
@SinceKotlin("1.1")
public inline fun <T, K, R> Grouping<T, K>.fold(
    initialValueSelector: (key: K, element: T) -> R,
    operation: (key: K, accumulator: R, element: T) -> R
): Map<K, R> =
    @Suppress("UNCHECKED_CAST")
    aggregate { key, acc, e -> operation(key, if (first) initialValueSelector(key, e) else acc as R, e) }

/**
 * Groups elements from the [Grouping] source by key and applies [operation] to the elements of each group sequentially, passing the previously accumulated value and the current element as arguments, and stores the results in the given [destination] map.
 * An initial value of accumulator is provided by [initialValueSelector] function.
 * @return a [Map] associating the key of each group with the result of accumulating the group elements.
 * @sample samples.collections.Grouping.foldByEvenLengthWithComputedInitialValueTo
 */
@SinceKotlin("1.1")
public inline fun <T, K, R, M : MutableMap<in K, R>> Grouping<T, K>.foldTo(
    destination: M,
    initialValueSelector: (key: K, element: T) -> R,
    operation: (key: K, accumulator: R, element: T) -> R
): M {
    for (e in this.sourceIterator()) {
        val key = keyOf(e)
        var accumulator = destination[key]
        destination[key] = operation(key, accumulator, e, accumulator == null && !destination.containsKey(key))
    }
    return destination
}
```

---

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---
initialValueSelector: (key: K, element: T) -> R,
operation: (key: K, accumulator: R, element: T) -> R
): M =

@Suppress("UNCHECKED_CAST")
aggregateTo(destination) { key, acc, e, first -> operation(key, if (first)
initialValueSelector(key, e) else acc as R, e) }

/**
 * Groups elements from the [Grouping] source by key and applies
 * to the elements of each group sequentially, passing the previously accumulated value and the current element as arguments,
 * and stores the results in a new map.
 * An initial value of accumulator is the same
 * for each group.
 * @param operation a function that is invoked on each element with the following parameters:
 * - `accumulator`: the current value of the accumulator of the group;
 * - `element`: the element from the source being accumulated.
 * @return a [Map] associating the key of each group with the result of accumulating the group elements.
 * @sample samples.collections.Grouping.foldByEvenLengthWithConstantInitializer
 */
@SinceKotlin("1.1")
public inline fun <T, K, R> Grouping<T, K>.fold(
    initialValue: R,
    operation: (accumulator: R, element: T) -> R
): Map<K, R> =
    @Suppress("UNCHECKED_CAST")
    aggregate { _, acc, e, first -> operation(if (first)
initialValue else acc as R, e) }

/**
 * Groups elements from the [Grouping] source by key and applies
 * sequentially starting from the second element of the group,
 * passing the previously accumulated value and the current element as arguments,
 * and stores the results in a new map.
 * An initial value of accumulator is the first element of the group.
 * @param operation a function that is invoked on each element with the following parameters:
 * - `key`: the key of the group this element belongs to;
 * - `accumulator`: the current value of the accumulator of the group;
 * - `element`: the element from the source being accumulated.
 * @return a [Map] associating the key of each group with the result of accumulating the group elements.
 * @sample samples.collections.Grouping.reduceByMaxVowels
 */
@SinceKotlin("1.1")
public inline fun <S, T : S, K> Grouping<T, K>.reduce(
    operation: (key: K,
    accumulator: S, element: T) -> S
): Map<K, S> =
    aggregate { key, acc, e, first ->
        if (first) e else operation(key, acc as S, e)
    }

/**
 * Groups elements from the [Grouping] source by key and applies
 * sequentially starting from the second element of the group,
 * passing the previously accumulated value and the current element as arguments,
 * and stores the results in the given [destination] map.
 * An initial value of accumulator is the first element of the group.
 * @param operation a function that is invoked on each element with the following parameters:
 * - `key`: the key of the group this element belongs to;
 * - `accumulator`: the current value of the accumulator of the group;
 * - `element`: the element from the source being accumulated.
 * @return the [destination] map associating the key of each group with the result of accumulating the group elements.
 * @sample samples.collections.Grouping.reduceByMaxVowelsTo
 */
@SinceKotlin("1.1")
public inline fun <S,
T : S, K, M : MutableMap<in K, S>> Grouping<T, K>.reduceTo(
    destination: M,
    initialValue: S,
    operation: (key: K,
    accumulator: S, element: T) -> S
): M =
    aggregateTo(destination) { key, acc, e, first -> operation(key, if (first)
initialValue else acc as S, e) }

/**
 * Groups elements from the [Grouping] source by key and applies
 * sequentially starting from the second element of the group,
 * passing the previously accumulated value and the current element as arguments,
 * and stores the results in the given [destination] map.
 * An initial value of accumulator is the first element of the group.
 * @param operation a function that is invoked on each element with the following parameters:
 * - `key`: the key of the group this element belongs to;
 * - `accumulator`: the current value of the accumulator of the group;
 * - `element`: the element from the source being accumulated.
 * @return the [destination] map associating the key of each group with the result of accumulating the group elements.
 * @sample samples.collections.Grouping.reduceByMaxVowelsTo
 */
@SinceKotlin("1.1")
public inline fun <S,
T : S, K, M : MutableMap<in K, S>> Grouping<T, K>.reduceTo(
    destination: M,
    initialValue: S,
    operation: (key: K,
    accumulator: S, element: T) -> S
): M =
    aggregateTo(destination) { key, acc, e, first ->
        if (first) e else operation(key, acc as S, e)
    }
elements from the [Grouping] source by key and counts elements in each group to the given [destination] map.

*If the [destination] map already has a value corresponding to the key of some group, that value is used as an initial value of the counter for that group.*

*Return the [destination] map associating the key of each group with the count of elements in the group.*

*If the [destination] map already has a value corresponding to the key of some group, that value is used as an initial value of the sum for that group.*

```kotlin
@SinceKotlin("1.1")
public fun <T, K, M : MutableMap<in K, Int>> Grouping<T, K>.eachCountTo(destination: M): M =
    foldTo(destination, 0) { acc, _ -> acc + 1 }

@SinceKotlin("1.1")
public inline fun <T, K, M : MutableMap<in K, Double>> Grouping<T, K>.eachSumByDoubleTo(destination: M, valueSelector: (T) -> Double): M =
    foldTo(destination, 0.0) { acc, e -> acc + valueSelector(e) }
```

---

**Open Source Used In DNAC Platform Frey 5985**
Open Source Used In DNAC Platform Frey 5987

/*
 * Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language contributors.
 * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.
 */
@file:Suppress("DEPRECATION", "DEPRECATION_ERROR")
package kotlin.math

import kotlin.internal.InlineOnly
import kotlin.js.Math as nativeMath

// region
================ Double Math ========================================

/** Computes the sine of the angle [x] given in radians. 

 * Special cases:
 * - `sin(NaN)` is `NaN`
 */
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun sin(x: Double): Double = nativeMath.sin(x)

/** Computes the cosine of the angle [x] given in radians. 

 * Special cases:
 * - `cos(NaN)` is `NaN`
 * - `cos(+Inf)` is `-1.0`
 * - `cos(-Inf)` is `1.0`
 */
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun cos(x: Double): Double = nativeMath.cos(x)

/** Computes the tangent of the angle [x] given in radians. 

 * Special cases:
 * - `tan(NaN)` is `NaN`
 * - `tan(+Inf)` is `NaN`
 * - `tan(-Inf)` is `NaN`
 */
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun tan(x: Double): Double = nativeMath.tan(x)

/** Computes the arc sine of the value [x]; the returned value is an angle in the range from `-PI/2` to `PI/2` radians. 

 * Special cases:
 * - `asin(0)` is `0.0`
 * - `asin(+Inf)` is `PI/2`
 * - `asin(-Inf)` is `-PI/2`
 */
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun asin(x: Double): Double = nativeMath.asin(x)

/** Computes the arc cosine of the value [x]; the returned value is an angle in the range from `0.0` to `PI` radians. 

 * Special cases:
 * - `acos(0)` is `PI/2`
 * - `acos(+Inf)` is `0.0`
 * - `acos(-Inf)` is `-PI`
 */
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun acos(x: Double): Double = nativeMath.acos(x)

/** Computes the arc tangent of the value [x]; the returned value is an angle in the range from `-PI/2` to `PI/2` radians. 

 * Special cases:
 * - `atan(0)` is `0.0`
 * - `atan(+Inf)` is `PI/2`
 * - `atan(-Inf)` is `-PI/2`
 */
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun atan(x: Double): Double = nativeMath.atan(x)

/** Computes the inverse hyperbolic sine of the value [x]. 

 * Special cases:
 * - `asinh(NaN)` is `NaN`
 * - `asinh(+Inf)` is `+Inf`
 * - `asinh(-Inf)` is `-Inf`
 */
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun asinh(x: Double): Double = nativeMath.asinh(x)

/** Computes the inverse hyperbolic cosine of the value [x]. 

 * Special cases:
 * - `acosh(NaN)` is `NaN`
 * - `acosh(+Inf)` is `-Inf`
 * - `acosh(-Inf)` is `NaN`
 */
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun acosh(x: Double): Double = nativeMath.acosh(x)

/** Computes the inverse hyperbolic tangent of the value [x]. 

 * Special cases:
 * - `tanh(NaN)` is `NaN`
 * - `tanh(+Inf)` is `1.0`
 * - `tanh(-Inf)` is `-1.0`
 */
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun tanh(x: Double): Double = nativeMath.tanh(x)

/** Computes the hyperbolic cosine of the value [x]. 

 * Special cases:
 * - `cosh(NaN)` is `NaN`
 * - `cosh(+Inf)` is `+Inf`
 * - `cosh(-Inf)` is `-Inf`
 */
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun cosh(x: Double): Double = nativeMath.cosh(x)

/** Computes the hyperbolic sine of the value [x]. 

 * Special cases:
 * - `sinh(NaN)` is `NaN`
 * - `sinh(+Inf)` is `+Inf`
 * - `sinh(-Inf)` is `-Inf`
 */
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun sinh(x: Double): Double = nativeMath.sinh(x)

/** Computes the hyperbolic tangent of the value [x]. 

 * Special cases:
 * - `tanh(NaN)` is `NaN`
 * - `tanh(+Inf)` is `+Inf`
 * - `tanh(-Inf)` is `-Inf`
 */
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun tanh(x: Double): Double = nativeMath.tanh(x)
is `NaN` when `x < 1\n * - `acosh(+Inf)` is `+Inf\n */
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun acosh(x: Double): Double = nativeMath.acosh(x)

/**
 * Computes the positive square root of the value [x].\n */
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun sqrt(x: Double): Double = nativeMath.sqrt(x)

/**
 * Computes Euler's number `e` raised to the power of the value [x].\n */
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun exp(x: Double): Double = nativeMath.exp(x)

/**
 * Computes `exp(x) - 1`.
 *
 * This function can be implemented to produce more precise result for `[x]` near zero.\n */
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun expm1(x: Double): Double = nativeMath.expm1(x)

/**
 * Computes the natural logarithm (base `E`) of the value [x].\n */
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun ln(x: Double): Double = nativeMath.log(x)

/**
 * Computes the common logarithm (base 10) of the value [x].\n */
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun log10(x: Double): Double = nativeMath.log10(x)

/**
 * Computes the binary logarithm (base 2) of the value [x].\n */
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun log2(x: Double): Double = nativeMath.log2(x)
`NaN` or `+Inf` or `-Inf` or already a mathematical integer.

public actual fun round(x: Double): Double {
    if (x % 0.5 != 0.0) {
        return nativeMath.round(x).unsafeCast<Double>()
    }
    val floor = floor(x)
    return if (floor % 2 == 0.0) floor else ceil(x)
}

/**
 * Returns the absolute value of the given value [x].
 * Special cases:
 *   - `abs(NaN)` is `NaN`
 *   - `abs(+Inf)` is `+Inf`
 *   - `abs(-Inf)` is `-Inf`
 *   - `abs(0)` is `0`
 * Returns a mathematical integer. `abs(x)` is *zero*
 */
@SinceKotlin("1.2")
public actual fun abs(x: Double): Double =
    nativeMath.abs(x)

/**
 * Returns the sign of the given value [x]:
 *   - `-1.0` if the value is negative,
 *   - `0.0` if the value is positive,
 *   - `1.0` if the value is zero
 * Special case:
 *   - `sign(NaN)` is `NaN`
 */
@SinceKotlin("1.2")
public actual fun sign(x: Double): Double =
    nativeMath.sign(x)

/**
 * Returns the smaller of two values.
 * Special cases:
 *   - `Int.MIN_VALUE < Int.MAX_VALUE`
 * Returns the value with the sign bit same as of the
 *   value with the sign bit same as of the
 *   value with the sign bit same as of the
 */
@SinceKotlin("1.2")
public actual fun Double.withSign(sign: Int): Double =
    this.withSign(sign.toDouble())

/**
 * Returns the ulp (unit in the last place) of this value.
 * Special cases:
 *   - `NaN.ulp` is `NaN`
 *   - `x.ulp` is `+Inf` when `x` is `+Inf` or `-Inf`
 *   - `0.0.ulp` is `Double.MIN_VALUE`
 */
@SinceKotlin("1.2")
public actual val Double.ulp: Double get() =
    when {
        this < 0 -> (-this).ulp
        this.isNaN() || this == Double.POSITIVE_INFINITY ->
            this
        this == Double.MAX_VALUE -> this - this.nextDown()
        else /* this > 0 */ -> this.nextUp()
    }

/**
 * Returns the value nearest to this value in direction of positive infinity.
 */
@SinceKotlin("1.2")
public actual fun Double.nextUp(): Double =
    when {
        this.isNaN() || this == Double.NEGATIVE_INFINITY ->
            this
        this == 0.0 -> Double.MIN_VALUE
        else /* this > 0 */ -> Double.fromBits(this.toRawBits() + if (this > 0) 1 else -1)
    }

/**
 * Returns the value nearest to this value in direction of negative infinity.
 */
@SinceKotlin("1.2")
public actual fun Double.nextDown(): Double =
    when {
        this.isNaN() || this == Double.NEGATIVE_INFINITY ->
            this
        this == 0.0 -> Double.MIN_VALUE
        else /* this < 0 */ -> Double.fromBits(this.toRawBits() + if (this > 0) -1 else 1)
    }

/**
 * Returns the value nearest to this value in direction of positive infinity.
 */
@SinceKotlin("1.2")
public actual fun Double.nextTowards(to: Double): Double =
    when {
        this.isNaN() || this == Double.NEGATIVE_INFINITY ->
            this
        this == 0.0 -> Double.MIN_VALUE
        else /* this > 0 */ -> Double.fromBits(this.toRawBits() + if (this > 0) 1 else -1)
    }

/**
 * Returns the value nearest to this value in direction of negative infinity.
 */
@SinceKotlin("1.2")
public actual fun Double.nextTowards(to: Double): Double =
    when {
        this.isNaN() || this == Double.NEGATIVE_INFINITY ->
            this
        this == 0.0 -> Double.MIN_VALUE
        else /* this < 0 */ -> Double.fromBits(this.toRawBits() + if (this > 0) -1 else 1)
    }
nativeMath.round(this).unsafeCast<Double>().toInt()
}

/**
 * Rounds this \[Double\] value to the nearest integer and converts the result to \[Long\]. \n * Ties are rounded towards positive infinity. \n *
 * @throws IllegalArgumentException when this value \n * is NaN\n */
@SinceKotlin("1.2")
public fun Double.roundToLong(): Long = when {
    isNaN() ->
        throw IllegalArgumentException("Cannot round NaN value.")
    this > Long.MAX_VALUE ->
        Long.MAX_VALUE
    this < Long.MIN_VALUE ->
        Long.MIN_VALUE
    else ->
        nativeMath.round(this).unsafeCast<Double>().toInt()
}

// endregion


// region ================

Float Math ========================================

/** Computes the sine of the angle \[x\] given
 * in radians. \n * Special cases: \n *
 * @param x the value \[x\] \n */
@SinceKotlin("1.2")
@InlineOnly
public inline fun sin(x: Float): Float =
    nativeMath.sin(x.toDouble()).toFloat()

/** Computes the cosine of the value \[x\] given
 * in radians. \n * Special cases: \n *
 * @param x the value \[x\] \n */
@SinceKotlin("1.2")
@InlineOnly
public inline fun cos(x: Float): Float =
    nativeMath.cos(x.toDouble()).toFloat()

/** Computes the tangent of the angle \[x\] given
 * in radians. \n * Special cases: \n *
 * @param x the value \[x\] \n */
@SinceKotlin("1.2")
@InlineOnly
public inline fun tan(x: Float): Float =
    nativeMath.tan(x.toDouble()).toFloat()

/** Computes the arc sine of the value \[x\];
 * the returned value is an angle in the range from \[-PI/2\] to \[PI/2\] radians. \n *
 * Special cases: \n *
 * @param x the value \[x\] \n */
@SinceKotlin("1.2")
@InlineOnly
public inline fun asin(x: Float): Float =
    nativeMath.asin(x.toDouble()).toFloat()

/** Computes the arc cosine of the value \[x];
 * the returned value is an angle in the range from \[0.0\] to \[PI\] radians. \n *
 * Special cases: \n *
 * @param x the value \[x\] \n */
@SinceKotlin("1.2")
@InlineOnly
public inline fun acos(x: Float): Float =
    nativeMath.acos(x.toDouble()).toFloat()

/** Computes the arc tangent of the value \[x];
 * the returned value is an angle in the range from \[-PI\] to \[PI\] radians. \n *
 * Special cases: \n *
 * @param x the value \[x\] \n */
@SinceKotlin("1.2")
@InlineOnly
public inline fun atan(x: Float): Float =
    nativeMath.atan(x.toDouble()).toFloat()

/** Returns the angle \[\theta\] of the polar coordinates \(r, \theta\) that
 * correspond to the rectangular coordinates \((x, y)\) by computing the arc tangent of the value \[y / x\]; \n * the returned value is an angle in the range from \[-PI\] to \[PI\] radians. \n *
 * Special cases: \n *
 * @param x the value \[x\] \n * @param y the value \[y\] \n */
@SinceKotlin("1.2")
@InlineOnly
public inline fun atan2(y: Float, x: Float): Float =
    nativeMath.atan2(y.toDouble(), x.toDouble()).toFloat()

/** Computes the hyperbolic sine of the value \[x]. \n *
 * Special cases: \n *
 * @param x the value \[x\] \n */
@SinceKotlin("1.2")
@InlineOnly
public inline fun sinh(x: Float): Float =
    nativeMath.sinh(x.toDouble()).toFloat()

/** Computes the hyperbolic cosine of the value \[x]. \n *
 * Special cases: \n *
 * @param x the value \[x\] \n */
@SinceKotlin("1.2")
@InlineOnly
public inline fun cosh(x: Float): Float =
    nativeMath.cosh(x.toDouble()).toFloat()

/** Computes the hyperbolic tangent of the value \[x]. \n *
 * Special cases: \n *
 * @param x the value \[x\] \n */
@SinceKotlin("1.2")
@InlineOnly
public inline fun tanh(x: Float): Float =
    nativeMath.tanh(x.toDouble()).toFloat()
The returned value is `y` such that `tanh(y) == x`. Special cases:
- `tanh(NaN)` is `NaN` when `x > 1` or `x < -1`
- `tanh(1.0)` is `+Inf`
- `-tanh(-1.0)` is `-Inf`

`@SinceKotlin("1.2")` @InlineOnly
public actual inline fun acosh(x: Float): Float = 
nativeMath.acosh(x.toDouble()).toFloat()

/**
 * Computes the inverse hyperbolic tangent of the value [x].
 * Special cases:
- `tanh(x)` is `NaN` when `x < 0` or `x` is `NaN`

`@SinceKotlin("1.2")` @InlineOnly
public actual inline fun atanh(x: Float): Float = 
nativeMath.atanh(x.toDouble()).toFloat()

/**
 * Computes `sqrt(x^2 + y^2)` without intermediate overflow or underflow.
 * Special cases:
- `exp(NaN)` is `NaN`
- `exp(+Inf)` is `+Inf`
- `exp(-Inf)` is `0.0`

`@SinceKotlin("1.2")` @InlineOnly
public actual inline fun hypot(x: Float, y: Float): Float = 
nativeMath.hypot(x.toDouble(), y.toDouble()).toFloat()

/**
 * Computes the positive square root of the value [x].
 * Special cases:
- `sqrt(x)` is `NaN` when `x < 0` or `x` is `NaN`

`@SinceKotlin("1.2")` @InlineOnly
public actual inline fun sqrt(x: Float): Float = 
nativeMath.sqrt(x.toDouble()).toFloat()

/**
 * Computes `exp(x) - 1`.
 * This function can be implemented to produce more precise result for [x] near zero.
 * Special cases:
- `expm1(NaN)` is `NaN`
- `expm1(x)` is `NaN` where `x < -1.0`
- `expm1(+Inf)` is `+Inf`
- `expm1(-Inf)` is `-1.0`

`@SinceKotlin("1.2")` @InlineOnly
public actual inline fun expm1(x: Float): Float = 
nativeMath.expm1(x.toDouble()).toFloat()

/**
 * Computes the natural logarithm (base 'E') of the value [x].
 * Special cases:
- `ln(NaN)` is `NaN`
- `ln(x)` is `NaN` when `x < 0`
- `ln(+Inf)` is `+Inf`
- `ln(0.0)` is `-Inf`

`@SinceKotlin("1.2")` @InlineOnly
public actual inline fun ln(x: Float): Float = 
nativeMath.log(x.toDouble()).toFloat()

/**
 * Computes the common logarithm (base 10) of the value [x].
 * @see [ln] function for special cases.

`@SinceKotlin("1.2")` @InlineOnly
public actual inline fun log10(x: Float): Float = 
nativeMath.log10(x.toDouble()).toFloat()

/**
 * Computes the binary logarithm (base 2) of the value [x].
 * @see [ln] function for special cases.

`@SinceKotlin("1.2")` @InlineOnly
public actual inline fun log2(x: Float): Float = 
nativeMath.log2(x.toDouble()).toFloat()

/**
 * Computes `ln1p(x)`.
 * This function can be implemented to produce more precise result for [x] near zero.
 * Special cases:
- `ln1p(NaN)` is `NaN`
- `ln1p(x)` is `NaN` when `x < 0`
- `ln1p(+Inf)` is `+Inf`
- `ln1p(-Inf)` is `-Inf`

`@SinceKotlin("1.2")` @InlineOnly
public actual inline fun ln1p(x: Float): Float = 
nativeMath.log1p(x.toDouble()).toFloat()

/**
 * Rounds the given value [x] to the nearest integer:
 * - if `x` is an integer then the result is `x`
 * - if `x` is `NaN` then the result is `NaN`
 * - if `x` is `+Inf` then the result is `+Inf`
 * - if `x` is `-Inf` then the result is `-Inf`

`@SinceKotlin("1.2")` @InlineOnly
public actual inline fun ceil(x: Float): Float = 
nativeMath.ceil(x.toDouble()).toFloat()

/**
 * Rounds the given value [x] away from zero:
 * - if `x` is an integer then the result is `x`
 * - if `x` is `NaN` then the result is `NaN`
 * - if `x` is `+Inf` then the result is `+Inf`
 * - if `x` is `-Inf` then the result is `-Inf`

`@SinceKotlin("1.2")` @InlineOnly
public actual inline fun floor(x: Float): Float = 
nativeMath.floor(x.toDouble()).toFloat()

/**
 * Rounds the given value [x] towards the closest integer:
 * - if `x` is an integer then the result is `x`
 * - if `x` is `NaN` then the result is `NaN`
 * - if `x` is `+Inf` then the result is `+Inf`
 * - if `x` is `-Inf` then the result is `-Inf`

`@SinceKotlin("1.2")` @InlineOnly
public actual inline fun truncate(x: Float): Float = 
nativeMath.truncate(x.toDouble()).toFloat()

/**
 * Rounds the given value [x] to the smallest integer:
 * - if `x` is an integer then the result is `x`
 * - if `x` is `NaN` then the result is `NaN`
 * - if `x` is `+Inf` then the result is `+Inf`
 * - if `x` is `-Inf` then the result is `-Inf`

`@SinceKotlin("1.2")` @InlineOnly
public actual inline fun round(x: Float): Float = 
nativeMath.round(x.toDouble()).toFloat()
where `x` is `NaN` or `-Inf` or `+Inf` or already a mathematical integer.

```kotlin
*\@SinceKotlin("1.2.2")\@IninlineOnly\public actual inline fun round(x: Float): Float = 
round(x.toDouble()).toFloat()\@n\@n*\@n*\@n Returns the absolute value of the given value [x].\@n*\@n*\@n*\@n*\@n Special cases:\n*\@n* - \@n\`abs(NaN)` is `NaN`\@n*\@n* \@n @see abs function\@n
*\@SinceKotlin("1.2.2")\@IninlineOnly\public actual inline fun abs(x: Float): Float = 
nativeMath.abs(x.toDouble()).toFloat()\@n\@n*/
@SinceKotlin("1.2.2")\@IninlineOnly\public actual inline fun sign(x: Float): Float = 
nativeMath.sign(x.toDouble()).toFloat()\@n\@n*\@n*\@n*\@n*\@n Returns the sign of the given value [x]\@n*\@n* - `\@ -1.0` if the value is negative,\@n*\@n* - zero if the value is zero,\@n*\@n* - `\@ -Inf` if the value is positive\@n*\@n* \@n Special case:\n*\@n* - \@n\`sign(NaN)` is `NaN`\@n*\@n*@SinceKotlin("1.2.2")\@IninlineOnly\public actual inline fun min(a: Float, b: Float): Float = 
Float = nativeMath.min(a, b)\@n\@n*\@n*\@n*\@n*\@n Returns the greater of two values\@n*\@n* If either value is `NaN`, then the result is `NaN`\@n*\@n@SinceKotlin("1.2.2")\@IninlineOnly\public actual inline fun max(a: Float, b: Float): Float = 
Float = nativeMath.max(a, b)\@n\@n*\@n*\@n*\@n*\@n Raises this value to the power [x].\@n*\@n* Special cases:\n*\@n* - `b.pow(0.0)` is `1.0`\@n*\@n* - `b.pow(1.0)` == `b`\@n*\@n* - `b.pow(NaN)` is `NaN`\@n*\@n* - `NaN.pow(x)` is `NaN` for `x != 0.0` and \@n\`sign(NaN)` for `\@ -Inf` and `+Inf`\@n*\@n* See the other overload of [pow] for details\@n*\@n@SinceKotlin("1.2.2")\@IninlineOnly\public actual inline fun Float.pow(x: Float): Float = 
nativeMath.pow(this.toDouble(), x.toDouble()).toFloat()\@n\@n*\@n*\@n*\@n*\@n Returns the absolute value of this value\@n*\@n* Special cases:\n*\@n* - `NaN.absoluteValue` is `NaN`\@n*\@n* - `abs(abs(NaN))`\@n*\@n* - `abs(NaN)`\@n
*\@SinceKotlin("1.2.2")\@IninlineOnly\public actual inline fun Int: Float = 
nativeMath.pow(this.toDouble(), n.toDouble()).toFloat()\@n\@n*\@n*\@n*\@n*\@n Raises this to the integer power\n*\@n* If [sign] is `NaN` the sign of the result is undefined\@n*\@SinceKotlin("1.2.2")\@IninlineOnly\public actual inline fun Float.withSign(sign: Float): Float = 
this.toDouble().withSign(sign.toDouble()).toFloat()\@n\@n*\@n*\@n*\@n*\@n If `\@ -Inf` or `\@ +Inf` the result is undefined\@n
*\@SinceKotlin("1.2.2")\@IninlineOnly\public actual inline fun Float.roundToInt(): Int = 
double().roundToInt()\@n\@n*\@n*\@n*\@n*\@n Returns the nearest integer and converts the result to \@n\`Int\`\@n*\@n* Special cases:\n*\@n* - `\@ x > Int.MAX_VALUE` when `\@ x > Int.MAX_VALUE`\@n*\@n* - `\@ x < Int.MIN_VALUE` when `\@ x < Int.MIN_VALUE`\@n*\@n* - `\@ x < Long.MAX_VALUE` when `\@ x < Long.MAX_VALUE`\@n*\@n* - `\@ x > Long.MIN_VALUE` when `\@ x > Long.MIN_VALUE`\@n
*\@SinceKotlin("1.2.2")\@IninlineOnly\public actual inline fun Int: Float = 
double().toDoubleToInt()\@n\@n*\@n*\@n*\@n*\@n Rounds this [Float] value to the nearest integer and converts the result to \@n\`Int\`\@n*\@n* Special cases:\n*\@n* - `\@ x == Int.MAX_VALUE` when `\@ x == Int.MAX_VALUE`\@n*\@n* - `\@ x == Int.MIN_VALUE` when `\@ x == Int.MIN_VALUE`\@n*\@n* - `\@ x < Int.MAX_VALUE` when `\@ x < Int.MAX_VALUE`\@n*\@n* - `\@ x > Int.MIN_VALUE` when `\@ x > Int.MIN_VALUE`\@n
*\@SinceKotlin("1.2.2")\@IninlineOnly\public actual inline fun Int: Float = 
double().toDoubleToInt()\@n\@n*\@n*\@n*\@n*\@n Rounds this [Float] value to the nearest integer and converts the result to \@n\`Int\`\@n*\@n* Special cases:\n*\@n* - `\@ x == Int.MAX_VALUE` when `\@ x == Int.MAX_VALUE`\@n*\@n* - `\@ x == Int.MIN_VALUE` when `\@ x == Int.MIN_VALUE`\@n*\@n* - `\@ x < Int.MAX_VALUE` when `\@ x < Int.MAX_VALUE`\@n*\@n* - `\@ x > Int.MIN_VALUE` when `\@ x > Int.MIN_VALUE`\@n
*\@SinceKotlin("1.2.2")\@IninlineOnly\public actual inline fun abs(n: Int): Int = 
if (n < 0) \@n\`-n\`\@n\@n*\@n*\@n*\@n*\@n Returns the smaller of two values\n*\@SinceKotlin("1.2.2")\@IninlineOnly\public actual inline fun min(a: Int, b: Int): Int = 
nativeMath.min(a, b)\@n\@n*\@n*\@n*\@n*\@n Returns the greater of two values\n*\@SinceKotlin("1.2.2")\@IninlineOnly\public actual inline fun max(a: Int, b: Int): Int = 
nativeMath.max(a, b)\@n\@n*\@n*\@n*\@n*\@n Returns the absolute value of this value\@n*\@n* Special cases:\n*\@n* - \@n\`abs(NaN)` is `NaN`\@n
*\@SinceKotlin("1.2.2")\@IninlineOnly\public actual inline fun abs(n: Int): Int = 
if (n < 0) \@n\`-n\`\@n\@n*\@n*\@n*\@n*\@n Returns the smaller of two values\n*\@SinceKotlin("1.2.2")\@IninlineOnly\public actual inline fun min(a: Int, b: Int): Int = 
nativeMath.min(a, b)\@n\@n*\@n*\@n*\@n*\@n Returns the greater of two values\n*\@SinceKotlin("1.2.2")\@IninlineOnly\public actual inline fun max(a: Int, b: Int): Int = 
nativeMath.max(a, b)\@n\@n*\@n*\@n*\@n*\@n Returns the absolute value of this value\@n*\@n* Special cases:\n*\@n* - \@n\`abs(NaN)` is `NaN`\@n
```
*Int.MIN_VALUE.absoluteValue* is 'Int.MIN_VALUE' due to an overflow\n
*\n
`Int.MIN_VALUE.absoluteValue` is `Int.MIN_VALUE` due to an overflow\n
*\n
*\n
*\n
*/
@SinceKotlin("1.2")
@InlineOnly
public actual inline val Int.absoluteValue: Int get() = abs(this)

/**
 * Returns the absolute value of the given value \n |n | * Special cases: \n |n | * - `abs(Long.MIN_VALUE)` is 'Long.MIN_VALUE' due to an overflow

*\n
*\n
*\n
 */
@SinceKotlin("1.2")
public actual fun abs(n: Long): Long = if (n < 0) -n else n

/**
 * Returns the smaller of two values.

 */
@SinceKotlin("1.2")
@Suppress("NOTHING_TO_INLINE")
public actual inline fun min(a: Long, b: Long): Long = if (a <= b) a else b

/**
 * Returns the greater of two values.

 */
@SinceKotlin("1.2")
@Suppress("NOTHING_TO_INLINE")
public actual inline fun max(a: Long, b: Long): Long = if (a >= b) a else b

/**
 * Returns the absolute value of this value.

 */
@SinceKotlin("1.2")
@InlineOnly
public actual inline val Long.absoluteValue: Long get() = abs(this)

/**
 * Returns the sign of this value:
 *   - `-1` if the value is negative,
 *   - `0` if the value is zero,
 *   - `1` if the value

 is positive

 */
@SinceKotlin("1.2")
public actual val Long.sign: Int get() = when {
    this < 0 -> -1
    this > 0 -> 1
    else -> 0
}


/**
 * Returns the number of bits set in the binary representation of this \n \n number.

 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public actual fun Int.countOneBits(): Int {
    // Hacker's Delight 5-1 algorithm
    var v = this
    v = (v and 0x55555555) + (v.ushr(1) and 0x55555555)
    v = (v and 0x33333333) + (v.ushr(2) and 0x33333333)
    v = (v and 0x0F0F0F0F) + (v.ushr(4) and 0x0F0F0F0F)
    v = (v and 0x00FF00FF) + (v.ushr(8) and 0x00FF00FF)
    v = (v and 0x0000FFFF) + (v.ushr(16))
    return v
}

/**
 * Returns a number having a single bit set in the position of the most significant bit of this \n \n number.

 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public actual fun Int.takeHighestOneBit(): Int =
    if (this == 0) 0 else 1.shl(Int.SIZE_BITS - 1 - countLeadingZeroBits())

/**
 * Rotates the binary
representation of this [Int] number left by the specified [bitCount] number of bits.

* The most significant bits pushed out from the left side reenter the number as the least significant bits on the right side.

* `number.rotateLeft(-n) == number.rotateRight(n)` * Rotating by a multiple of [Int.SIZE_BITS] (32) returns the same number, or more generally

* `number.rotateLeft(n) == number.rotateLeft(n % 32)`

* `number.rotateRight(-n) == number.rotateRight(n)` * Rotating by a multiple of [Int.SIZE_BITS] (32) returns the same number, or more generally

* `number.rotateRight(n) == number.rotateRight(n % 32)`

*/
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public actual fun Int.rotateLeft(bitCount: Int): Int =
    shl(bitCount) or ushr(Int.SIZE_BITS - bitCount)

/**
 * Rotates the binary representation of this [Int] number

* counts the number of set bits in the binary representation of this [Int] number.

* Counts the number of consecutive most significant bits that are zero in the binary representation of this [Long] number.

* Counts the number of consecutive least significant bits that are zero in the binary representation of this [Long] number.

* Returns a number having a single bit set in the position of the most significant set bit of this [Long] number, or zero, if this number is zero.

* Counts the number of consecutive least significant bits that are zero in the binary representation of this [Long] number.

* Returns a number having a single bit set in the position of the least significant set bit of this [Long] number, or zero, if this number is zero.

* Rotates the binary representation of this [Long] number left by the specified [bitCount] number of bits.

* Rotates the binary representation of this [Long] number right by the specified [bitCount] number of bits.

* Returns a number having a single bit set in the position of the most significant set bit of this [Long] number, or zero, if this number is zero.

* Returns a number having a single bit set in the position of the least significant set bit of this [Long] number, or zero, if this number is zero.

*/
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public actual fun Int.rotateRight(bitCount: Int): Int =
    shl(Int.SIZE_BITS - bitCount) or ushr(bitCount)

/**
 * Counts the number of set bits in the binary

*/
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public actual fun Long.countOneBits(): Int =
    high.countOneBits() + low.countOneBits()

/**
 * Counts the number of consecutive most significant bits that are zero in the binary representation of this [Long] number.

*/
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public actual fun Long.countLeadingZeroBits(): Int =
    when (val high = this.high) {
        0 -> Int.SIZE_BITS + low.countLeadingZeroBits()
        else ->
            high.countLeadingZeroBits()
    }

/**
 * Counts the number of consecutive least significant bits that are zero in the binary representation of this [Long] number.

*/
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public actual fun Long.countTrailingZeroBits(): Int =
    when (val low = this.low) {
        0 -> Int.SIZE_BITS + high.countTrailingZeroBits()
        else ->
            low.countTrailingZeroBits()
    }

/**
 * Returns a number having a single bit set in the position of the most significant set bit of this [Long] number, or zero, if this number is zero.

*/
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public actual fun Long.takeHighestOneBit(): Long =
    when (val high = this.high) {
        0 -> Long(low.takeHighestOneBit(), 0)
        else ->
            Long(high.takeHighestOneBit())
    }

/**
 * Returns a number having a single bit set in the position of the least significant set bit of this [Long] number, or zero, if this number is zero.

*/
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public actual fun Long.takeLowestOneBit(): Long =
    when (val low = this.low) {
        0 -> Long(0, high.takeLowestOneBit())
        else ->
            Long(high, low.takeLowestOneBit())
    }

/**
 * Rotates the binary representation of this [Long] number left by the specified [bitCount] number of bits.

*/
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public actual fun Long.rotateLeft(bitCount: Int): Long {
    if ((bitCount and 31) != 0) {
        val low = this.low
        val high = this.high
        val newLow =
            low shl(bitCount) or high ushr(-bitCount)
        val newHigh =
            high shl(bitCount) or low ushr(-bitCount)
        return if ((bitCount and 32) == 0) {
            Long(newLow, newHigh)
        } else {
            Long(high, low)
        }
    } else {
        return if ((bitCount and 32) == 0) {
            Long(high, low)
        } else {
            Long(low, high)
        }
    }
}

/**
 * Rotates the binary representation of this [Long] number right by the specified [bitCount] number of bits.

*/
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@kotlin.internal.InlineOnly
public actual inline fun Long.rotateRight(bitCount: Int): Long = rotateLeft(-bitCount)

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@package kotlin.js

package kotlin

import kotlin.internal.LowPriorityInOverloadResolution

/**
 * Exposes the JavaScript [Promise object](https://developer.mozilla.org/en/docs/Web/JavaScript/Reference/Global_Objects/Promise) to Kotlin.
 */

package kotlin

import kotlin.js

@Suppress("NOT_DOCUMENTED")
public open external class Promise<out T>(executor: (resolve: (T) -> Unit, reject: (Throwable) -> Unit) -> Unit) {
    @LowPriorityInOverloadResolution
    public open fun <S>
        then(onFulfilled: ((T) -> S)?): Promise<S>

    @LowPriorityInOverloadResolution
    public open fun <S>
        then(onFulfilled: ((T) -> S)?, onRejected: ((Throwable) -> S)?): Promise<S>

    public open fun <S>
        catch(onRejected: (Throwable) -> S): Promise<S>

    companion object {
        public fun <S> all(promise: Array<out Promise<S>>): Promise<Array<out S>>

        public fun <S> race(promise: Array<out Promise<S>>): Promise<S>

        public fun reject(e: Throwable): Promise<Nothing>

        public fun <S> resolve(e: S): Promise<S>
        public fun <S> resolve(e: Promise<S>): Promise<S>
    }
}

// It's workaround for KT-19672 since we can fix it properly until KT-11265 isn't fixed.
inline fun <T, S>
    Promise<Promise<T>>.then(
        noinline onFulfilled: ((T) -> S)?
    ): Promise<S> {
    return this.unsafeCast<Promise<T>>().then(onFulfilled)
}

inline fun <T, S> Promise<Promise<T>>.then(
    noinline onFulfilled: ((T) -> S)?,
    noinline onRejected: ((Throwable) -> S)?
): Promise<S> {
    return this.unsafeCast<Promise<T>>().then(onFulfilled, onRejected)
}

package kotlin.random

import kotlin.math.pow

internal actual fun defaultPlatformRandom(): Random = Random(js("(Math.random() * Math.pow(2, 32)) | 0").unsafeCast<Int>())

private val INV_2_26: Double = 2.0.pow(-26)
private val INV_2_53: Double = 2.0.pow(-53)
internal actual fun doubleFromParts(hi26: Int, low27: Int): Double = hi26 * INV_2_26 + low27 * INV_2_53

package kotlin.js

import getKClass
import kotlin.reflect.KClass
import kotlin.reflect.js.internal.KClassImpl

/**
 * Represents the constructor of a class. Instances of `JsClass` can be passed to JavaScript APIs that expect a constructor reference.
 */
external interface JsClass<T : Any> {
    /**
     * Returns the unqualified name of the class represented by this instance.
     */
    val name: String
}

@Deprecated("Use class literal and extension property `js` instead.`, replaceWith = ReplaceWith("T::class.js"), level = DeprecationLevel.ERROR)
external fun <T : Any> jsClass(): JsClass<T>

@Deprecated("Use class literal and extension property `js` instead.", replaceWith = ReplaceWith("this::class.js"), level = DeprecationLevel.ERROR)
val <T : Any> T.jsClass: JsClass<T>
    get() = when (jsTypeOf(this)) {
        "string" -> js("String")
        "number" -> js("Number")
        "boolean" -> js("Boolean")
        else -> js("Object").getPrototypeOf(this).constructor
    }

/**
 * Obtains a constructor reference for the given `KClass`. 
 */
external fun <T : Any> KClass<T>.js: JsClass<T>
    get() = getKClass(this).constructor

/**
 * Obtains a `KClass` instance for the given constructor reference.
 */
val <T : Any, S : Any> KClass<out T, out S>.internal: KClassImpl<T, S>?
    get() = getKClass(js(this).constructor, this, js(this).constructor).internal

private var <T : Any> KClass<T>.internal: KClassImpl<T, S>? = null

/**
 * Represents a constructor reference for the given `KClass`. 
 */
external fun <T : Any, S : Any> KClassImpl<T, S>.getKClass(): KClassImpl<T, S>

/**
 * Represents a `KClass` instance for the given constructor reference.
 */
val <T : Any, S : Any> KClassImpl<T, S>.internal: KClass<T, S>?
    get() = getKClass(js(this).constructor, this, js(this).constructor).internal

private var <T : Any, S : Any> KClassImpl<T, S>.internal: KClass<T, S>? = null

/**
 * Represents an internal abstract class.
 */
external fun <T : Any> internal abstract class KClassImpl<T, S> : KClass<T, S> {
    /**
     * Returns the unqualified name of the class represented by this instance.
     */
    val name: String

    /**
     * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.
     */
}
void joinToStream(String... args)
} catch (IllegalArgumentException e) {
    throw e;
}

return joinToStream(classifierName + args + 'n');

// TODO: this should be the implementation of KTypeProjection.toString, see KT-30071
private fun KTypeProjection.asString(): String {
    if (variance == null) return "*"
    prefixString() + type.toString()
}

internal object DynamicKType : KType {
    override val classifier: KClassifier? = null
    override val arguments: List<KTypeProjection> = emptyList()
    override val isMarkedNullable: Boolean = false
    override val annotations: List<Annotation> = emptyList()

    internal override fun toString(): String = "dynamic"
}

private fun KVariance.prefixString() =
    when (this) {
        KVariance.INVARIANT -> ""
        KVariance.IN -> "in "
        KVariance.OUT -> "out "
    }

open class PRIMITIVE_CLASSES
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can be found in the license/LICENSE.txt file.

package kotlin.reflect.js

import kotlin.js.JsClass

@JsName("PrimitiveClasses")
internal object PrimitiveClasses {

    @JsName("anyClass")
    val anyClass = PrimitiveKClassImpl(js("Object").unsafeCast<JsClass<Any>>(), "Any", { it is Any })

    @JsName("numberClass")
    val numberClass = PrimitiveKClassImpl(js("Number").unsafeCast<JsClass<Number>>(), "Number", { it is Number })

    @JsName("nothingClass")
    val nothingClass = NothingKClassImpl

    @JsName("booleanClass")
    val booleanClass = PrimitiveKClassImpl(js("Boolean").unsafeCast<JsClass<Boolean>>(), "Boolean", { it is Boolean })

    @JsName("byteClass")
    val byteClass = PrimitiveKClassImpl(js("Number").unsafeCast<JsClass<Byte>>(), "Byte", { it is Byte })

    @JsName("shortClass")
    val shortClass = PrimitiveKClassImpl(js("Number").unsafeCast<JsClass<Short>>(), "Short", { it is Short })

    @JsName("intClass")
    val intClass = PrimitiveKClassImpl(js("Number").unsafeCast<JsClass<Int>>(), "Int", { it is Int })

    @JsName("floatClass")
    val floatClass = PrimitiveKClassImpl(js("Number").unsafeCast<JsClass<Float>>(), "Float", { it is Float })

    @JsName("doubleClass")
    val doubleClass = PrimitiveKClassImpl(js("Number").unsafeCast<JsClass<Double>>(), "Double", { it is Double })

    @JsName("arrayClass")
    val arrayClass = PrimitiveKClassImpl(js("Array").unsafeCast<JsClass<Array<*>>>(), "Array", { it is Array })

    @JsName("stringClass")
    val stringClass = PrimitiveKClassImpl(js("String").unsafeCast<JsClass<String>>(), "String", { it is String })

    @JsName("throwableClass")
    val throwableClass = PrimitiveKClassImpl(js("Error").unsafeCast<JsClass<Throwable>>(), "Throwable", { it is Throwable })

    @JsName("booleanArrayClass")
    val booleanArrayClass = PrimitiveKClassImpl(js("Array").unsafeCast<JsClass<BooleanArray>>(), "BooleanArray", { it is BooleanArray })

    @JsName("charArrayClass")
    val charArrayClass = PrimitiveKClassImpl(js("Uint16Array").unsafeCast<JsClass<CharArray>>(), "CharArray", { it is CharArray })

    @JsName("byteArrayClass")
    val byteArrayClass = PrimitiveKClassImpl(js("Int8Array").unsafeCast<JsClass<ByteArray>>(), "ByteArray", { it is ByteArray })

    @JsName("shortArrayClass")
    val shortArrayClass = PrimitiveKClassImpl(js("Int16Array").unsafeCast<JsClass<ShortArray>>(), "ShortArray", { it is ShortArray })

    @JsName("intArrayClass")
    val intArrayClass = PrimitiveKClassImpl(js("Int32Array").unsafeCast<JsClass<IntArray>>(), "IntArray", { it is IntArray })

    @JsName("longArrayClass")
    val longArrayClass = PrimitiveKClassImpl(js("Array").unsafeCast<JsClass<LongArray>>(), "LongArray", { it is LongArray })

    @JsName("floatArrayClass")
    val floatArrayClass = PrimitiveKClassImpl(js("Array").unsafeCast<JsClass<FloatArray>>(), "FloatArray", { it is FloatArray })
PrimitiveKClassImpl(js("Float32Array"), unsafeCast<JsClass<FloatArray>>(), \"FloatArray\", { it is FloatArray
})@JsName("doubleArrayClass") val doubleArrayClass = PrimitiveKClassImpl(js("Float64Array"), unsafeCast<JsClass<DoubleArray>>(), \"DoubleArray\", { it is DoubleArray
})@JsName("functionClass") fun functionClass arity: Int): KClassImpl<Any> {
    return functionClasses.get(arity) ?: run {
        functionClasses.asDynamic()[arity] = result
        result
    }
}

private val functionClasses = arrayOfNulls<KClassImpl<Any>>(0)

import kotlin.reflect.*
import kotlin.reflect.js.internal.*

getKClass<T>(jClass: JsClass<T>): KClass<T> = getOrCreateKClass(jClass)

@JsName("getKClass")
internal fun <T : Any> getKClass(jClass: JsClass<T>): KClass<T> = getOrCreateKClass(jClass)

@JsName("getKClassFromExpression")
internal fun <T : Any> getKClassFromExpression(e: T): KClass<T> = when (jsTypeOf(e)) {
    "string" -> PrimitiveClasses.stringClass
    "number" -> if (jsBitwiseOr(e, 0).asDynamic() === e) PrimitiveClasses.intClass else PrimitiveClasses.doubleClass
    "boolean" -> PrimitiveClasses.booleanClass
    "function" -> PrimitiveClasses.functionClass(e.asDynamic().length) else if (e is BooleanArray) PrimitiveClasses.booleanArrayClass
                e is CharArray
                PrimitiveClasses.charArrayClass
                e is ByteArray
                PrimitiveClasses.byteArrayClass
                e is ShortArray
                PrimitiveClasses.shortArrayClass
                e is IntArray
                PrimitiveClasses.intArrayClass
                e is LongArray
                PrimitiveClasses.longArrayClass
                e is FloatArray
                PrimitiveClasses.floatArrayClass
                e is DoubleArray
                PrimitiveClasses.doubleArrayClass
                e is KClass<*>
                PrimitiveClasses.kClass
                e is Array<*>
                PrimitiveClasses.arrayClass
                else -> {
            val constructor = js("Object").getPrototypeOf(e).constructor
                    when {
                        constructor === js("Object") -> PrimitiveClasses.anyClass
                        constructor === js("Error") -> PrimitiveClasses.throwableClass
                        else -> {
                val jsClass: JsClass<T> = constructor
                getOrCreateKClass(jsClass)
            }
        }
    }
    "function" && it.asDynamic().length === arity )
    functionClasses.asDynamic()[arity] = result
    result
}

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 */

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 */

package kotlin.js

/**
 */
@Suppress("NOT_DOCUMENTED")
public external class RegExp(pattern: String, flags: String? = undefinedExternally) {

    public fun test(str: String): Boolean

    public fun exec(str: String): RegExpMatch?

    public override fun toString(): String

    /**
     * The lastIndex is a read/write integer property of regular expressions that specifies the index at which to start the next match.
     */
    public var lastIndex: Int

    public val global: Boolean
    public val ignoreCase: Boolean
    public val multiline: Boolean
}

/**
 * Resets the regular expression so that subsequent [RegExp.test] and [RegExp.exec] calls will match starting with the beginning of
 * the input string.
 */
public fun RegExp.reset() {
    lastIndex = 0
}

/**
 * Represents the return value of [RegExp.exec].
 */
@Suppress("NOT_DOCUMENTED")
public external interface RegExpMatch {
    public val index: Int

    public val input: String
    public val length: Int
}

/**
 * Returns the entire text matched by [RegExp.exec] if the [index] parameter is 0, or the text matched by the capturing parenthesis at the given index.
 */

package

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 */

@Suppress("NOT_DOCUMENTED")
public external class DNAC

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 */

Open Source Used In DNAC Platform Frey 5998
operator fun RegExpMatch.get(index: Int): String? = asDynamic()[index] * Converts the result of
[RegExps.exec] to an array where the first element contains the entire matched text and each subsequent
* element is the text matched by each capturing parenthesis.

*public inline fun RegExpMatch.asArray(): Array<String?> * Copyright 2010-2018 JetBrains s.r.o. and
Kotlin Programming Language contributors.

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ConstrainedOnceSequence<T> actual constructor(sequence: Sequence<T>): Sequence<T> {
private var sequenceRef: Sequence<T> = sequence

val sequenceRef?: throw IllegalStateException("This sequence can be consumed only once.")

sequenceRef = null

return sequenceRef.iterator().asSequence

/**
 * Converts the result of [RegExp.exec] to an array where the first element contains the entire matched text and each subsequent
 * element is the text matched by each capturing parenthesis.
 */

public inline fun RegExpMatch.asArray(): Array<String?> = unsafeCast<Array<String?>>()

*',

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 */

package kotlin.sequences

internal actual class ConstrainedOnceSequence<T> actual constructor(sequence: Sequence<T>) : Sequence<T> {
    private var sequenceRef: Sequence<T>? = sequence

    actual override fun iterator(): Iterator<T> {
        val sequence = sequenceRef ?: throw IllegalStateException("This sequence can be consumed only once.")
        sequenceRef = null
        return sequenceRef.iterator().asSequence
    }
}

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 */

package kotlin.text

// actually \s is enough to match all

white space, but \xA0 added because of different regexp behavior of Rhino used in Selenium tests


Char.isWhitespace(): Boolean = toString().matches("[\s\xA0]")

@kotlin.internal.InlineOnly

inline fun Char.toLowerCase(): Char = js("String.fromCharCode")(toInt()).toLowerCase().charCodeAt(0).unsafeCast<Int>().toChar()

@kotlin.internal.InlineOnly

inline fun Char.toUpperCase(): Char = js("String.fromCharCode")(toInt()).toUpperCase().charCodeAt(0).unsafeCast<Int>().toChar()

/**
 * Returns `true` if this character is a Unicode high-surrogate code unit (also known as leading-surrogate code unit).
 */

public actual fun Char.isHighSurrogate(): Boolean = this in
Char.MIN_HIGH_SURROGATE..Char.MAX_HIGH_SURROGATE

/**
 * Returns `true` if this character is a Unicode low-surrogate code unit (also known as trailing-surrogate code unit).
 */

public actual fun Char.isLowSurrogate(): Boolean = this in
Char.MIN_LOW_SURROGATE..Char.MAX_LOW_SURROGATE

/**
 * Returns `true` if
 * the contents of this string is equal to the word "true", ignoring case, and `false` otherwise.
 */

public actual fun String.toBoolean(): Boolean = toLowerCase() == "true"

/**
 * Parses the string as a signed [Byte] number and
 * returns the result.
 */

public actual fun String.toByte(): Byte = toByteOrNull() ?: numberFormatError(this)

/**
 * Parses the string as a signed [Byte] number and returns the result.
 * @throws NumberFormatException if the string is not a valid representation of a number.
 */

public actual fun String.toByte(radix: Int): Byte = toByteOrNull(radix) ?: numberFormatError(this)

/**
 * Parses the string as a [Short] number and returns the result.
 * @throws NumberFormatException if the string is not a valid representation of a number.
 */

public actual fun String.toShort(): Short = toShortOrNull() ?: numberFormatError(this)

/**
 * Parses the string as a [Short] number and returns the result.
 * @throws NumberFormatException if the string is not a valid representation of a number.
 */

public actual fun String.toShort(radix: Int): Short = toShortOrNull(radix) ?: numberFormatError(this)

/**
 * Parses the string as an [Int] number and returns the result.
 */

public actual fun String.toInt(): Int = toIntOrNull() ?: numberFormatError(this)

/**
 * Parses the string as an [Int] number and returns the result.
 * @throws NumberFormatException if the string is not a valid representation of a number.
 */

public actual fun String.toInt(radix: Int): Int = toIntOrNull(radix) ?: numberFormatError(this)

/**
 * Parses the string as a [Long] number and returns the result.
 */

public actual fun String.toLong(): Long = toLongOrNull() ?: numberFormatError(this)

/**
 * Parses the string as a [Long] number and returns the result.
 * @throws NumberFormatException if the string is not a valid representation of a number.
 */

public actual fun String.toLong(radix: Int): Long = toLongOrNull(radix) ?: numberFormatError(this)
a valid representation of a number.

* @throws IllegalArgumentException when [radix] is not a valid radix for
string to number conversion.

* @throws IllegalCastException when [radix] is not a valid radix for
string to number conversion.

* Parses the string as a [Double] number and returns the result.

* @throws NumberFormatException if the string is not a valid representation of a number.

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* @throws NumberFormatException if the string is not a valid representation of a number.

* Parses the string as a [Double] number and returns the result.
String = pattern
/** The set of options that were used to create this regular expression. */
public actual val options: Set<RegexOption> = options.toSet()
private val nativePattern: RegExp = RegExp(pattern, options.map { it.value } + "g")
/** Indicates whether the regular expression matches the entire [input]. */
public actual infix fun matches(input: CharSequence): Boolean {
    nativePattern.reset()
    val match = nativePattern.exec(input.toString())
    return match != null && match.index == 0 &&
    nativePattern.lastIndex == input.length
}
/** Indicates whether the regular expression can find at least one
match in the specified [input]. */
public actual fun containsMatchIn(input: CharSequence): Boolean {
    nativePattern.reset()
    return nativePattern.test(input.toString())
}
/** Returns the first match of a regular expression in the [input],
beginning at the specified [startIndex]. */
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual fun find(input: CharSequence, startIndex: Int = 0): MatchResult? = nativePattern.findNext(input.toString(), startIndex)
/** Returns a sequence of all occurrences of a regular expression within the [input] string,
beginning at the specified [startIndex]. */
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual fun findAll(input: CharSequence, startIndex: Int = 0): Sequence<MatchResult> =
    generateSequence({ find(input, startIndex) }, { match -> match.next() })
/**
Attempts to match the entire [input] CharSequence against the pattern.
* @return An instance of [MatchResult] if match was found or `null` otherwise.
*/
public actual fun matchEntire(input: CharSequence): MatchResult? {
    if (pattern.startsWith('^') &&
        pattern.endsWith('$'))
        return find(input)
    else
        return Regex("^${pattern.trimStart('^').trimEnd('$')}$", options).find(input)
}
/** Replaces all occurrences of this regular expression in the specified [input] string
with specified [replacement] expression. */
public actual fun replace(input: CharSequence, replacement: String): String = input.toString().nativeReplace(nativePattern, replacement)
/** Replaces all occurrences of this regular expression in the specified [input] string
with the result of a function [transform] that takes a [MatchResult] and returns a string to be used as a
replacement for that match. */
public actual inline fun replace(input: CharSequence, transform: (MatchResult) -> CharSequence): String {
    var match = find(input)
    if (match == null) return input.toString()
    val lastStart = 0
    val length = input.length
    val sb = StringBuilder(length)
    do {
        val foundMatch = match!!
        sb.append(input, lastStart, foundMatch.range.start)
        sb.append(transform(foundMatch))
        lastStart = foundMatch.range.endInclusive + 1
        match = foundMatch.next()
    } while (lastStart < length && match != null)
    return sb.toString()
}
/** Replaces the first occurrence of this regular expression in the specified [input] string
with specified [replacement] expression. */
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual fun replaceFirst(input: CharSequence, replacement: String): String {
    val nonGlobalOptions = options.map { it.value } + "g"
    return input.toString().nativeReplace(RegExp(pattern, nonGlobalOptions), replacement)
}
/** Splits the [input] into substrings around matches of this regular expression.
* @param limit Non-negative value specifying the maximum number of substrings
the string can be split to.
* Zero by default means no limit is set.
* @return A sequence of substrings.
*/
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual fun split(input: CharSequence, limit: Int = 0): List<String>
actual override fun subSequence(startIndex: Int, endIndex: Int): CharSequence = string.substring(startIndex, endIndex)

    actual override fun append(c: Char): StringBuilder {
        string += c
        return this
    }

    actual override fun append(csq: CharSequence?): StringBuilder {
        string += csq.toString()
        return this
    }

    actual override fun append(csq: CharSequence?, start: Int, end: Int): StringBuilder {
        string += csq.toString().substring(start, end)
        return this
    }

    actual fun append(obj: Any?): StringBuilder {
        string += obj.toString()
        return this
    }

    actual fun reverse(): StringBuilder {
        string = string.asDynamic().split(\"\").reverse().join(\"\")
        return this
    }

    /**
     * Clears the content of this string builder making it empty.
     * @sample samples.text.Strings.clearStringBuilder
     */
    @SinceKotlin("1.3")
    public fun clear(): StringBuilder {
        string = ""
        return this
    }

    override fun toString(): String = string
}

/**
 * Clears the content of this string builder making it empty.
 * @sample samples.text.Strings.clearStringBuilder
 */
@SinceKotlin("1.3")
@Suppress("EXTENSION_SHADOWED_BY_MEMBER",
"NOTHING_TO_INLINE"")
public actual inline fun StringBuilder.clear(): StringBuilder = this.clear()

/**
 * The exception thrown when a character encoding or decoding error occurs.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public actual open class CharacterCodingException(message: String?) : Exception(message)

package kotlin.text

/** Returns the negative [size] if [throwOnMalformed] is false, throws [CharacterCodingException] otherwise. */
@UseExperimental(ExperimentalStdlibApi::class)
private fun malformed(size: Int, index: Int, throwOnMalformed: Boolean): Int {
    if (throwOnMalformed) throw CharacterCodingException("Malformed sequence starting at\$\{index - 1\}\"\")
    return -size
}

/**
 * Returns code point corresponding to UTF-16 surrogate pair,\n * where the first of the pair is the [high] and the second is in the [string] at the [index].\n * Returns zero if the pair is malformed and [throwOnMalformed] is false.
 * @throws CharacterCodingException if the pair is malformed and [throwOnMalformed] is true.
 */
private fun codePointFromSurrogate(string: String, high: Int, index: Int, endIndex: Int, throwOnMalformed: Boolean): Int {
    if (high !in 0xD800..0xDBFF || index >= endIndex) {
        return malformed(0, index, throwOnMalformed)
    }
    val low = string[index].toInt()
    if (low !in 0xDC00..0xDFFF) {
        return malformed(0, index, throwOnMalformed)
    }
    return 0x10000 + ((high and 0x3FF) shl 10) or (low and 0x3FF)
}

/**
 * Returns code point corresponding to UTF-8 sequence of two bytes,\n * where the first byte of the sequence is the [byte1] and the second byte is in the [bytes] array at the [index].\n * Returns zero if the sequence is malformed and [throwOnMalformed] is false.
 * @throws CharacterCodingException if the sequence of two bytes is malformed and [throwOnMalformed] is true.
 */
private fun codePointFrom2(bytes: ByteArray, byte1: Int, index: Int, endIndex: Int, throwOnMalformed: Boolean): Int {
    if (index >= endIndex) {
        return malformed(0, index, throwOnMalformed)
    }
    val byte2 = bytes[index].toInt()
    if (byte2 and 0xC0 != 0x80) {
        return malformed(0, index, throwOnMalformed)
    }
    if (index + 1 == endIndex) {
        return malformed(0, index, throwOnMalformed)
    }
    val byte3 = bytes[index + 1].toInt()
    if (byte3 and 0xC0 != 0x80) {
        return malformed(0, index, throwOnMalformed)
    }
    return byte1 shl 6 xor byte2 xor byte3 xor 0xF8000
}

/**
 * Returns code point corresponding to UTF-8 sequence of three bytes,\n * where the first byte of the sequence is the [byte1] and the second byte is in the [bytes] array at the [index].\n * Returns zero if the sequence is malformed and [throwOnMalformed] is false.
 * @throws CharacterCodingException if the sequence of three bytes is malformed and [throwOnMalformed] is true.
 */
private fun codePointFrom3(bytes: ByteArray, byte1: Int, index: Int, endIndex: Int, throwOnMalformed: Boolean): Int {
    if (byte1 and 0x1F == 0) { // index >= endIndex}
        return malformed(0, index, throwOnMalformed)
    }
    val byte2 = bytes[index].toInt()
    if (byte2 and 0xC0 != 0x80) {
        return malformed(0, index, throwOnMalformed)
    }
    if (byte1 shr 6 xor byte2 xor 0xF8000) {
        return malformed(0, index, throwOnMalformed)
    }
    else if (byte1 and 0x1F == 0x1D) { // Non-shortest form
        return malformed(0, index, throwOnMalformed)
    } else if (byte1 and 0x1F == 0xA0) { // Non-shortest form
        return malformed(0, index, throwOnMalformed)
    }
    else if (byte1 and 0x1F == 0x80) { // Surrogate code point
        return malformed(0, index, throwOnMalformed)
    } else if (byte2 and 0xE0 != 0xA0) { // Non-shortest form
        return malformed(0, index, throwOnMalformed)
    } else if (byte2 and 0xE0 != 0x80) { // Surrogate code point
        return malformed(0, index, throwOnMalformed)
    } else if (byte3 and 0xE0 != 0xA0) { // Non-shortest form
        return malformed(0, index, throwOnMalformed)
    } else if (byte3 and 0xE0 != 0x80) { // Surrogate code point
        return malformed(0, index, throwOnMalformed)
    }
UTF-8 byte sequence is replaced by. */
private const val REPLACEMENT_CHAR = \uFFFD\u0000

/**
 * Decodes the UTF-8 [bytes] array and returns the resulting [String]. */
private fun decodeUtf8(bytes: ByteArray, startIndex: Int, endIndex: Int, throwOnMalformed: Boolean): String {
    require(startIndex >= 0 && endIndex <= bytes.size)
    val stringBuilder = StringBuilder()
    var byteIndex = startIndex
    while (byteIndex < endIndex) {
        val byte = bytes[byteIndex++].toInt()
        when {
            byte >= 0 -> {stringBuilder.append(byte.toChar())
                byteIndex += -1
            }
            byte shr 5 == -2 -> {val code =
                codePointFrom2(bytes, byte, byteIndex, endIndex, throwOnMalformed)
                if (code <= 0) {stringBuilder.append(REPLACEMENT_CHAR)
                    byteIndex += -code
                } else {stringBuilder.append(codePointFrom2(bytes, byte, byteIndex, endIndex, throwOnMalformed))
                    byteIndex += 1
                }
            }
            byte shr 4 == -2 > {val code =
                codePointFrom3(bytes, byte, byteIndex, endIndex, throwOnMalformed)
                if (code <= 0) {stringBuilder.append(REPLACEMENT_CHAR)
                    byteIndex += -code
                } else {stringBuilder.append(codePointFrom3(bytes, byte, byteIndex, endIndex, throwOnMalformed))
                    byteIndex += 2
                }
            }
            byte shr 3 == -2 -> {val code =
                codePointFrom4(bytes, byte, byteIndex, endIndex, throwOnMalformed)
                if (code <= 0) {stringBuilder.append(REPLACEMENT_CHAR)
                    byteIndex += -code
                } else {val high = (code - 0x10000) shr 10 or 0xD800
                    val low = (code and 0x3FF) or 0xDC00
                    stringBuilder.append(high.toChar())
                    stringBuilder.append(low.toChar())
                    byteIndex += 3
                }
            }
            else -> {malformed(0, byteIndex, throwOnMalformed)
                stringBuilder.append(REPLACEMENT_CHAR)
                byteIndex += -code
            }
        }
    }
    return stringBuilder.toString()
}

NUMERIC(0)
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 */

package

@SinceKotlin("1.3")
@ExperimentalTime
public actual enum class DurationUnit(internal val scale: Double) {
    /**
     * Time unit representing one nanosecond, which is 1/1000 of a microsecond.
     */
    NANOSECONDS(1e0),
    /**
     * Time unit representing one microsecond, which is 1/1000 of a millisecond.
     */
    MICROSECONDS(1e3),
    /**
     * Time unit representing one millisecond, which is 1/1000 of a second.
     */
    MILLISECONDS(1e6),
    /**
     * Time unit representing one second.
     */
    SECONDS(1e9),
    /**
     * Time unit representing one minute.
     */
    MINUTES(60e9),
    /**
     * Time unit representing one hour.
     */
    HOURS(3600e9),
    /**
     * Time unit representing one day, which is always equal to 24 hours.
     */
    DAYS(86400e9),
    /**
     * Time unit representing one week, which is always equal to 7 days.
     */
    WEEKS(604800e9),
    /**
     * Time unit representing one month, which is always equal to 30 days.
     */
    MONTHS(2592000e9),
    /**
     * Time unit representing one year, which is always equal to 365 days.
     */
    YEARS(31536000e9);
}

@SinceKotlin("1.3")
@ExperimentalTime
internal actual fun convertDurationUnit(value: Double, sourceUnit: DurationUnit, targetUnit: DurationUnit): Double {
    return when {
        sourceCompareTarget > 0 -> value / (targetUnit.scale / sourceUnit.scale)
        else -> value
    }
}

package

@SinceKotlin("1.3")
@ExperimentalTime
internal actual fun now(): DurationUnit = DurationUnit.Now

package

@SinceKotlin("1.3")
@ExperimentalTime
public actual object MonoClock : Clock {

    override fun markNow(): ClockMark = actualClock.markNow()
}

// End of source code

Process) : Clock

 override fun markNow(): ClockMark = object : ClockMark()

    override fun markNow(): ClockMark = object : ClockMark()
        val startedAt = process.hrt ime().let {
            (seconds, nanos) -> seconds.seconds + nanos.nanoseconds
        }
        override fun toString(): String = "Clock(process.hrt ime())"

    override fun elapsedNow(): Duration = process.hrt ime(startedAt).let {
        (seconds, nanos) -> Duration.seconds(seconds) + Duration.nanoseconds(nanos)
    }

    override fun toString(): String = "Clock(process.hrt ime())"
}

@SinceKotlin("1.3")
@ExperimentalTime
internal class DateNowClock : AbstractDoubleClock {
    override fun read(): Double = kotlin.js.Date.now()
    override fun toString(): String = "Clock(Date.now())"
}

@SinceKotlin("1.3")
@ExperimentalTime
internal object DateNowClock : AbstractDoubleClock {
    override fun read(): Double = kotlin.js.Date.now()
    override fun toString(): String = "Clock(Date.now())"
}


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 */

package kotlin.time

import kotlin.js.json
import kotlin.math.*

internal actual fun formatToExactDecimals(value: Double, decimals: Int): String {
    val rounded = if (decimals == 0) {
        value
    } else {
        val pow = 10.0.pow(decimals)
        kotlin.js.Math.round(abs(value) * pow) / pow * sign(value)
    }
    return rounded.asDynamic().toFixed(decimals).unsafeCast<String>()
}

internal actual fun formatUpToDecimals(value: Double, decimals: Int): String {
    return value.asDynamic().toLocaleString("en-us", json("maximumFractionDigits" to decimals)).unsafeCast<String>()
}

internal actual fun formatScientific(value: Double): String {
    return value.asDynamic().toExponential(2).unsafeCast<String>()
}

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 */

package org.w3c.dom

@Deprecated("Use
UnionMessagePortOrWindowProxy instead.", ReplaceWith("UnionMessagePortOrWindowProxy"))
typealias UnionMessagePortOrWindowProxy = UnionMessagePortOrWindowProxy

@Deprecated("Use `as` instead.", ReplaceWith("`as`"))
var HTMLLinkElement.as_
    get() = `as`
    set(value) {
        `as` = value
    }

@Deprecated("Use `is` instead.", ReplaceWith("`is`"))
var ElementCreationOptions.is_
    get() = `is`
    set(value) {
        `is` = value
    }

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 */

// NOTE: THIS FILE IS AUTO-GENERATED, DO NOT EDIT!!
// See

package org.khronos.webgl

import kotlin.js.*
import org.w3c.css.masking.*
import org.w3c.dom.*
import org.w3c.dictionary.*
import org.w3c.dom.events.*
import org.w3c.dom.mediacapture.*
import org.w3c.dom.parsing.*
import org.w3c.dom.pointerevents.*
import org.w3c.dom.svg.*
import org.w3c.dom.url.*
import org.w3c.fetch.*
import org.w3c.files.*
import org.w3c.notifications.*
import org.w3c.workers.*
import org.w3c.xhr.*

public external interface WebGLContextAttributes {
    var alpha: Boolean? /* = true */
        get() = definedExternally
        set(value) = definedExternally
    var depth: Boolean? /* = true */
        get() = definedExternally
        set(value) = definedExternally
    var stencil: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var antialias: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var premultipliedAlpha: Boolean? /* = true */
        get() = definedExternally
        set(value) = definedExternally
    var preserveDrawingBuffer: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var preferLowPowerToHighPerformance: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    val o = js("({})")
        o["alpha"] = alpha
        o["depth"] = depth
        o["stencil"] = stencil
        o["antialias"] = antialias
        o["preferred"] = preferred
        o["constant"] = constant
        o["clear"] = clear
        o["depth"] = depth
        o["stencil"] = stencil
        o["antialias"] = antialias
        o["preferred"] = preferred
        o["constant"] = constant
        o["clear"] = clear
        o["depth"] = depth
        o["stencil"] = stencil
        o["antialias"] = antialias
        o["preferred"] = preferred
        o["constant"] = constant
        o["clear"] = clear
        o["depth"] = depth
        o["stencil"] = stencil
        o["antialias"] = antialias
    return o
}
o["premultipliedAlpha"] = premultipliedAlpha
    o["preserveDrawingBuffer"] = preserveDrawingBuffer
    o["preferLowPowerToHighPerformance"] = preferLowPowerToHighPerformance
    o["failIfMajorPerformanceCaveat"] = failIfMajorPerformanceCaveat
    return o
}

public external abstract
class WebGLObject

/**
 * Exposes the JavaScript
[WebGLBuffer](https://developer.mozilla.org/en/docs/Web/API/WebGLBuffer) to Kotlin
 */
public external
abstract class WebGLBuffer : WebGLObject

/**
 * Exposes the JavaScript
[WebGLFramebuffer](https://developer.mozilla.org/en/docs/Web/API/WebGLFramebuffer) to Kotlin
 */
public external
abstract class WebGLFramebuffer : WebGLObject

/**
 * Exposes the JavaScript
[WebGLProgram](https://developer.mozilla.org/en/docs/Web/API/WebGLProgram) to Kotlin
 */
public external
abstract class WebGLProgram : WebGLObject

/**
 * Exposes the JavaScript
[WebGLRenderbuffer](https://developer.mozilla.org/en/docs/Web/API/WebGLRenderbuffer) to Kotlin
 */
public external
abstract class WebGLRenderbuffer : WebGLObject

/**
 * Exposes the JavaScript
[WebGLShader](https://developer.mozilla.org/en/docs/Web/API/WebGLShader) to Kotlin
 */
public external
abstract class WebGLShader : WebGLObject

/**
 * Exposes the JavaScript
[WebGLTexture](https://developer.mozilla.org/en/docs/Web/API/WebGLTexture) to Kotlin
 */
public external
abstract class WebGLTexture : WebGLObject

/**
 * Exposes the JavaScript
[WebGLUniformLocation](https://developer.mozilla.org/en/docs/Web/API/WebGLUniformLocation) to Kotlin
 */
public external abstract class WebGLUniformLocation

/**
 * Exposes the JavaScript
[WebGLActiveInfo](https://developer.mozilla.org/en/docs/Web/API/WebGLActiveInfo) to Kotlin
 */
public external abstract class WebGLActiveInfo {
    open val size: Int
    open val type: Int
    open val name: String
}

/**
 * Exposes the JavaScript
[WebGLShaderPrecisionFormat](https://developer.mozilla.org/en/docs/Web/API/WebGLShaderPrecisionFormat) to Kotlin
 */
public external abstract class WebGLShaderPrecisionFormat {
    open val rangeMin: Int
    open val rangeMax: Int
    open val precision: Int
}

@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface WebGLRenderingContextBase {
    val canvas: HTMLCanvasElement
    val drawingBufferWidth: Int
    val drawingBufferHeight: Int
    fun getExtension(name: String): dynamic
    fun getSupportedExtensions(): Array<String>
    fun getContextAttributes(): WebGLContextAttributes?
    fun isContextLost(): Boolean
    fun activeTexture(texture: Int)
    fun attachShader(program: WebGLProgram?, shader: WebGLShader?)
    fun bindAttribLocation(program: WebGLProgram?, index: Int, name: String)
    fun bindBuffer(target: Int, buffer: WebGLBuffer?)
    fun bindFramebuffer(target: Int, framebuffer: WebGLFramebuffer?)
    fun bindRenderbuffer(target: Int, renderbuffer: WebGLRenderbuffer?)
    fun bindTexture(target: Int, texture: WebGLTexture?)
    fun blendColor(red: Float, green: Float, blue: Float, alpha: Float)
    fun blendEquation(mode: Int)
    fun blendEquationSeparate(modeRGB: Int, modeAlpha: Int)
    fun blendFunc(sfactor: Int, dfactor: Int)
    fun blendFuncSeparate(srcRGB: Int, dstRGB: Int, srcAlpha: Int, dstAlpha: Int)
    fun bufferData(target: Int, size: Int, usage: Int)
    fun bufferData(target: Int, data: BufferDataSource?, usage: Int)
    fun bufferSubData(target: Int, offset: Int, data: BufferDataSource?)
    fun checkFramebufferStatus(target: Int)
    fun clearColor(red: Float, green: Float, blue: Float, alpha: Float)
    fun clearDepth(depth: Float)
    fun clearStencil(stencil: Int)
    fun createBuffer(): WebGLBuffer
    fun createFramebuffer(): WebGLFramebuffer
    fun createProgram(): WebGLProgram
    fun createRenderer(): WebGLRenderbuffer
    fun createShader(type: Int)
    fun createTexture(): WebGLTexture
    fun deleteBuffer(buffer: WebGLBuffer)
    fun deleteFramebuffer(framebuffer: WebGLFramebuffer)
fun deleteProgram(program: WebGLProgram?)
fun deleteShader(shader: WebGLShader?)
fun deleteTexture(texture: WebGLTexture?)
fun depthFunc(func: Int)
fun depthMask(flag: Boolean)
fun depthRange(zNear: Float, zFar: Float)
fun detachShader(program: WebGLProgram?, shader: WebGLShader?)
fun disable(cap: Int)
fun disableVertexAttribArray(index: Int)
fun drawArrays(mode: Int, first: Int, count: Int)
fun drawElements(mode: Int, count: Int, type: Int, offset: Int)
fun enable(cap: Int)
fun enableVertexAttribArray(index: Int)
fun finish()
fun flush()
fun framebufferRenderbuffer(target: Int, attachment: Int, renderbuffer: WebGLRenderbuffer?)
fun frontFace(mode: Int)
fun generateMipmap(target: Int)
fun getActiveAttrib(program: WebGLProgram?, index: Int): WebGLActiveInfo?
fun getActiveUniform(program: WebGLProgram?, index: Int): WebGLActiveInfo?
fun getAttachedShaders(program: WebGLProgram?): Array<WebGLShader>?
fun getAttribLocation(program: WebGLProgram?, name: String): Int
fun getBufferParameter(target: Int, pname: Int): Any?
fun getError(): Int
fun getFramebufferParameter(target: Int, pname: Int): Any?
fun getProgramParameter(program: WebGLProgram?, pname: Int): Any?
fun getProgramInfoLog(program: WebGLProgram?): String?
fun getRenderbufferParameter(target: Int, pname: Int): Any?
fun getShaderParameter(shader: WebGLShader?, pname: Int): Any?
fun getShaderPrecisionFormat(shadertype: Int, precisiontype: Int): WebGLShaderPrecisionFormat?
fun getShaderInfoLog(shader: WebGLShader?): String?
fun getShaderSource(shader: WebGLShader?): String?
fun getTexParameter(target: Int, pname: Int): Any?
fun getUniform(program: WebGLProgram?, location: WebGLUniformLocation?): Any?
fun getVertexAttrib(index: Int, pname: Int): Any?
fun getVertexAttribOffset(index: Int, pname: Int): Int
fun hint(target: Int, mode: Int)
fun isEnabled(cap: Int): Boolean
fun isFramebuffer(framebuffer: WebGLFramebuffer?): Boolean
fun isProgram(program: WebGLProgram?): Boolean
fun isRenderbuffer(renderbuffer: WebGLRenderbuffer?): Boolean
fun isShader(shader: WebGLShader?): Boolean
fun isTexture(texture: WebGLTexture?): Boolean
fun pixelStorei(pname: Int, param: Int)
fun polygonOffset(factor: Float, units: Float)
fun readPixels(x: Int, y: Int, width: Int, height: Int)
fun renderbufferStorage(target: Int, internalformat: Int, width: Int, height: Int)
fun sampleCoverage(value: Float, invert: Boolean)
fun scissor(x: Int, y: Int, width: Int, height: Int)
fun shaderSource(shader: WebGLShader?, source: String)
fun stencilFunc(func: Int, ref: Int, mask: Int)
fun stencilFuncSeparate(face: Int, func: Int, ref: Int, mask: Int)
fun stencilMask(mask: Int)
fun stencilMaskSeparate(face: Int, mask: Int)
fun stencilOp(fail: Int, zfail: Int, zpass: Int)
fun texImage2D(target: Int, level: Int, internalformat: Int, format: Int, type: Int, source: TextureSource?)
fun texParameteri(target: Int, param: Int, param: Int, param: Int)
fun uniform1f(location: Int, v: Float)
fun uniform1fv(location: Int, v: FloatArray)
fun uniform1iv(location: Int, v: IntArray)
fun uniform2f(location: Int, v: Float2)
fun uniform2fv(location: Int, v: Float2Array)
fun uniform2iv(location: Int, v: Int2Array)
fun uniform3f(location: Int, v: Float3)
fun uniform3fv(location: Int, v: Float3Array)
fun uniform3iv(location: Int, v: Int3Array)
fun uniform4f(location: Int, v: Float4)
fun uniform4fv(location: Int, v: Float4Array)
fun uniform4iv(location: Int, v: Int4Array)
fun uniformMatrix2fv(location: Int, v: Float2Matrix)
fun uniformMatrix3fv(location: Int, v: Float3Matrix)
fun uniformMatrix4fv(location: Int, v: Float4Matrix)
The page contains code related to WebGL rendering context in Kotlin. The code snippet includes various constants and flags related to OpenGL ES 3.0 functions and is part of a larger open-source project related to DNAC Platform Frey.
val FRONT_AND_BACK: Int
val CULL_FACE: Int
val BLEND: Int
val DITHER:
val DEPTH_TEST: Int
val SCISSOR_TEST: Int
val POLYGON_OFFSET_FILL: Int
val SAMPLE_ALPHA_TO_COVERAGE: Int
val SAMPLE_COVERAGE: Int
val NO_ERROR: Int
val INVALID_ENUM: Int
val INVALID_VALUE: Int
val INVALID_OPERATION: Int
val OUT_OF_MEMORY: Int
val CW:
val CCW: Int
val LINE_WIDTH: Int
val ALIASED_POINT_SIZE_RANGE: Int
val FRONT_FACE: Int
val DEPTH_RANGE: Int
val DEPTH_WRITEMASK: Int
val DEPTH_CLEAR_VALUE: Int
val DEPTH_FUNC: Int
val STENCIL_CLEAR_VALUE: Int
val STENCIL_FUNC: Int
val STENCIL_FAIL: Int
val STENCIL_PASS_DEPTH_FAIL: Int
val STENCIL_PASS_DEPTH_PASS: Int
val STENCIL_REF: Int
val STENCIL_VALUE_MASK: Int
val STENCIL_BACK_FUNC: Int
val STENCIL_BACK_FAIL: Int
val STENCIL_BACK_PASS_DEPTH_FAIL: Int
val STENCIL_BACK_PASS_DEPTH_PASS: Int
val STENCIL_BACK_REF: Int
val STENCIL_BACK_VALUE_MASK: Int
val STENCIL_BACK_WRITEMASK: Int
val VIEWPORT: Int
val SCISSOR_BOX: Int
val COLOR_CLEAR_VALUE: Int
val COLOR_WRITEMASK: Int
val UNPACK_ALIGNMENT: Int
val PACK_ALIGNMENT: Int
val MAX_TEXTURE_SIZE: Int
val MAX_VIEWPORT_DIMS: Int
val SUBPIXEL_BITS: Int
val RED_BITS: Int
val GREEN_BITS: Int
val BLUE_BITS: Int
val POLYGON_OFFSET_UNITS: Int
val POLYGON_OFFSET_FACTOR: Int
val TEXTURE_BINDING_2D: Int
val SAMPLE_BUFFERS: Int
val SAMPLES: Int
val SAMPLE_COVERAGE_VALUE: Int
val SAMPLE_COVERAGE_INVERT: Int
val COMPRESSED_TEXTURE_FORMATS: Int
val DONT_CARE: Int
val FASTEST: Int
val NICEST: Int
val GENERATE_MIPMAP_HINT: Int
val BYTE: Int
val UNSIGNED_BYTE: Int
val SHORT: Int
val UNSIGNED_SHORT: Int
val INT: Int
val UNSIGNED_INT: Int
val FLOAT: Int
val DEPTH_COMPONENT: Int
val ALPHA: Int
val RGB: Int
val RGBA: Int
val LUMINANCE: Int
val LUMINANCE_ALPHA: Int
val UNSIGNED_SHORT_4_4_4_4: Int
val UNSIGNED_SHORT_5_6_5: Int
val UNSIGNED_SHORT_5_5_5_1: Int
val FRAGMENT_SHADER: Int
val VERTEX_SHADER: Int
val MAX_VERTEX_ATTRIBS: Int
val MAX_VERTEX_UNIFORM_VECTORS: Int
val MAX_VARYING_VECTORS: Int
val MAX_TEXTURE_IMAGE_UNITS: Int
val TEXTURE_2D: Int
val TEXTURE: Int
val TEXTURE_CUBE_MAP: Int
val TEXTURE_CUBE_MAP_POSITIVE_X: Int
val TEXTURE_CUBE_MAP_NEGATIVE_X: Int
val TEXTURE_CUBE_MAP_POSITIVE_Y: Int
val TEXTURE_CUBE_MAP_NEGATIVE_Y: Int
val TEXTURE_CUBE_MAP_POSITIVE_Z: Int
val TEXTURE_CUBE_MAP_NEGATIVE_Z: Int
val SHADING_LANGUAGE_VERSION: Int
val CURRENT_PROGRAM: Int
val NEVER: Int
val LESS: Int
val EQUAL: Int
val LEQUAL: Int
val GREATER: Int
val NOTEQUAL: Int
val ALWAYS: Int
val KEEP: Int
val REPLACE: Int
val INCR: Int
val DECR: Int
val INVERT: Int
val INCR_WRAP: Int
val DECOR: Int
val VENDOR: Int
val RENDERER: Int
val VERSION: Int
val NEAREST: Int
val LINEAR: Int
val NEAREST_MIPMAP_NEAREST: Int
val LINEAR_MIPMAP_NEAREST: Int
val NEAREST_MIPMAP_LINEAR: Int
val LINEAR_MIPMAP_LINEAR: Int
val TEXTURE_MAG_FILTER: Int
val TEXTURE_MIN_FILTER: Int
val TEXTURE_WRAP_S: Int
val TEXTURE_WRAP_T: Int
val TEXTURE_WRAP: Int
val TEXTURE_2D: Int
val TEXTURE: Int
val TEXTURE_CUBE_MAP: Int
val TEXTURE_CUBE_MAP_POSITIVE_X: Int
val TEXTURE_CUBE_MAP_NEGATIVE_X: Int
val TEXTURE_CUBE_MAP_POSITIVE_Y: Int
val TEXTURE_CUBE_MAP_NEGATIVE_Y: Int
val TEXTURE_CUBE_MAP_POSITIVE_Z: Int
val TEXTURE_CUBE_MAP_NEGATIVE_Z: Int
val OPEN_SOURCE_USED_IN_DNAC_PLATFORM_FREY_6013
MAX_CUBE_MAP_TEXTURE_SIZE: Int
        val TEXTURE0: Int
        val TEXTURE1: Int
        val TEXTURE2: Int
        val TEXTURE3: Int
        val TEXTURE4: Int
        val TEXTURE5: Int
        val TEXTURE6: Int
        val TEXTURE7: Int
        val TEXTURE8: Int
        val TEXTURE9: Int
        val TEXTURE10: Int
        val TEXTURE11: Int
        val TEXTURE12: Int
        val TEXTURE13: Int
        val TEXTURE14: Int
        val TEXTURE15: Int
        val TEXTURE16: Int
        val TEXTURE17: Int
        val TEXTURE18: Int
        val TEXTURE19: Int
        val TEXTURE20: Int
        val TEXTURE21: Int
        val TEXTURE22: Int
        val TEXTURE23: Int
        val TEXTURE24: Int
        val TEXTURE25: Int
        val TEXTURE26: Int
        val TEXTURE27: Int
        val TEXTURE28: Int
        val TEXTURE29: Int
        val TEXTURE30: Int
        val TEXTURE31: Int
        val ACTIVE_TEXTURE: Int
        val REPEAT: Int
        val CLAMP_TO_EDGE: Int
        val MIRRORED_REPEAT: Int
        val FLOAT_VEC2: Int
        val FLOAT_VEC3: Int
        val FLOAT_VEC4: Int
        val INT_VEC2: Int
        val INT_VEC3: Int
        val INT_VEC4: Int
        val BOOL: Int
        val BOOL_VEC2: Int
        val BOOL_VEC3: Int
        val BOOL_VEC4: Int
        val FLOAT_MAT2: Int
        val FLOAT_MAT3: Int
        val FLOAT_MAT4: Int
        val SAMPLER_2D: Int
        val SAMPLER_CUBE: Int
        val VERTEX_ATTRIB_ARRAY_ENABLED: Int
        val VERTEX_ATTRIB_ARRAY_SIZE: Int
        val VERTEX_ATTRIB_ARRAY_STRIDE: Int
        val VERTEX_ATTRIB_ARRAY_TYPE: Int
        val VERTEX_ATTRIB_ARRAY_NORMALIZED: Int
        val VERTEX_ATTRIB_ARRAY_POINTER: Int
        val VERTEX_ATTRIB_ARRAY_BUFFER_BINDING: Int
        val IMPLEMENTATION_COLOR_READ_TYPE: Int
        val IMPLEMENTATION_COLOR_READ_FORMAT: Int
        val LOW_FLOAT: Int
        val MEDIUM_FLOAT: Int
        val HIGH_FLOAT: Int
        val LOW_INT: Int
        val MEDIUM_INT: Int
        val HIGH_INT: Int
        val FRAMEBUFFER: Int
        val RENDERBUFFER: Int
        val RGBA4: Int
        val RGB5_A1: Int
        val RGB565: Int
        val DEPTH_COMPONENT16: Int
        val STENCIL_INDEX: Int
        val STENCIL_INDEX8: Int
        val DEPTH_STENCIL: Int
        val RENDERBUFFER_WIDTH: Int
        val RENDERBUFFER_HEIGHT: Int
        val RENDERBUFFER_INTERNAL_FORMAT: Int
        val RENDERBUFFER_RED_SIZE: Int
        val RENDERBUFFER_GREEN_SIZE: Int
        val RENDERBUFFER_BLUE_SIZE: Int
        val RENDERBUFFER_ALPHA_SIZE: Int
        val RENDERBUFFER_DEPTH_SIZE: Int
        val RENDERBUFFER_STENCIL_SIZE: Int
        val FRAMEBUFFER_ATTACHMENT_OBJECT_TYPE: Int
        val FRAMEBUFFER_ATTACHMENT_OBJECT_NAME: Int
        val FRAMEBUFFER_ATTACHMENT_TEXTURE_LEVEL: Int
        val FRAMEBUFFER_ATTACHMENT_TEXTURE_CUBE_MAP_FACE: Int
        val COLOR_ATTACHMENT0: Int
        val DEPTH_ATTACHMENT: Int
        val STENCIL_ATTACHMENT: Int
        val DEPTH_STENCIL_ATTACHMENT: Int
        val NONE: Int
        val FRAMEBUFFER_COMPLETE: Int
        val FRAMEBUFFER_INCOMPLETE_ATTACHMENT: Int
        val FRAMEBUFFER_INCOMPLETE_MISSING_ATTACHMENT: Int
        val FRAMEBUFFER_INCOMPLETE_DIMENSIONS: Int
        val FRAMEBUFFER_UNSUPPORTED: Int
        val MAX_RENDERER_SIZE: Int
        val INVALID_FRAMEBUFFER_OPERATION: Int
        val UNPACK_FLIP_Y_WEBGL: Int
        val UNPACK_PREMULTIPLY_ALPHA_WEBGL: Int
        val CONTEXT_LOST_WEBGL: Int
        val UNPACK_COLORSPACE_CONVERSION_WEBGL: Int
        val BROWSER_DEFAULT_WEBGL: Int
        val CONTEXT_LOST_WEBGL: Int
    }
}

/**
 * Exposes the JavaScript
[WebGLContextEvent](https://developer.mozilla.org/en/docs/Web/API/WebGLContextEvent) to Kotlin
*/
public external open class WebGLContextEvent(type: String, eventInit: WebGLContextEventInit = definedExternally) : Event {
    open val statusMessage: String

    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
        val CONTEXT_LOST_WEBGL: Int
        val UNPACK_COLORSPACE_CONVERSION_WEBGL: Int
        val BROWSER_DEFAULT_WEBGL: Int
    }

@kotlin.internal.InlineOnly
composed: Boolean? = false): WebGLContextEventInit {
    val o = js("({})")
    o["statusMessage"] = statusMessage
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable
    o["composed"] = composed
    return o
}

/**
 * Exposes the JavaScript
 */

// ArrayBuffer

/**
 * Exposes the JavaScript
 */

// ArrayBufferView

/**
 * Exposes the JavaScript
 */

// Int8Array

/**
 * Exposes the JavaScript
 */

// Uint8Array

/**
 * Exposes the JavaScript
 */

// Uint8ClampedArray

/**
 * Exposes the JavaScript
 */

// Int16Array

/**
 * Exposes the JavaScript
 */

// Uint16Array

// ArrayBuffer
class Uint16Array : ArrayBufferView {
    constructor(length: Int) in constructor(array: Uint16Array)
    constructor(array: Array<Short>) in constructor(buffer: ArrayBuffer, byteOffset: Int = undefined, length: Int = undefined)
    open val byteLength: Int
    override fun set(array: Uint16Array, offset: Int = undefined)
    fun set(array: Array<Short>, offset: Int = undefined)
    fun subarray(start: Int, end: Int = undefined)

    companion object {
        val BYTES_PER_ELEMENT: Int = undefined
    }
}

@kotlin.internal.InlineOnly
public inline operator fun Uint16Array.get(index: Int): Short = asDynamic()[index] undefined

@kotlin.internal.InlineOnly
public inline operator fun Uint16Array.set(index: Int, value: Short) { asDynamic()[index] = value undefined *

/**
 * Exposes the JavaScript [Uint32Array](https://developer.mozilla.org/en/docs/Web/API/Uint32Array) to Kotlin
 */
public external open class Uint32Array : ArrayBufferView {
    constructor(length: Int) in constructor(array: Uint32Array)
    constructor(array: Array<Int>) in constructor(buffer: ArrayBuffer, byteOffset: Int = undefined, length: Int = undefined)
    open val byteLength: Int
    override fun set(array: Uint32Array, offset: Int = undefined)
    fun set(array: Array<Int>, offset: Int = undefined)
    fun subarray(start: Int, end: Int): Uint32Array

    companion object {
        val BYTES_PER_ELEMENT: Int
    }
}

@kotlin.internal.InlineOnly
public inline operator fun Uint32Array.get(index: Int): Int = asDynamic()[index] undefined

@kotlin.internal.InlineOnly
public inline operator fun Uint32Array.set(index: Int, value: Int) { asDynamic()[index] = value undefined *

/**
 * Exposes the JavaScript [Float32Array](https://developer.mozilla.org/en/docs/Web/API/Float32Array) to Kotlin
 */
public external open class Float32Array : ArrayBufferView {
    constructor(length: Int) in constructor(array: Float32Array)
    constructor(array: Array<Float>) in constructor(buffer: ArrayBuffer, byteOffset: Int = undefined, length: Int = undefined)
    open val byteLength: Int
    override fun set(array: Float32Array, offset: Int = undefined)
    fun set(array: Array<Float>, offset: Int = undefined)
    fun subarray(start: Int, end: Int): Float32Array

    companion object {
        val BYTES_PER_ELEMENT: Int
    }
}

@kotlin.internal.InlineOnly
public inline operator fun Float32Array.get(index: Int): Float = asDynamic()[index] undefined

@kotlin.internal.InlineOnly
public inline operator fun Float32Array.set(index: Int, value: Float) { asDynamic()[index] = value undefined *

/**
 * Exposes the JavaScript [Float64Array](https://developer.mozilla.org/en/docs/Web/API/Float64Array) to Kotlin
 */
public external open class Float64Array : ArrayBufferView {
    constructor(length: Int) in constructor(array: Float64Array)
    constructor(array: Array<Double>) in constructor(buffer: ArrayBuffer, byteOffset: Int = undefined, length: Int = undefined)
    open val byteLength: Int
    override fun set(array: Float64Array, offset: Int = undefined)
    fun set(array: Array<Double>, offset: Int = undefined)
    fun subarray(start: Int, end: Int = undefined)

    companion object {
        val BYTES_PER_ELEMENT: Int
    }
}

@kotlin.internal.InlineOnly
public inline operator fun Float64Array.get(index: Int): Double = asDynamic()[index] undefined

@kotlin.internal.InlineOnly
public inline operator fun Float64Array.set(index: Int, value: Double) { asDynamic()[index] = value undefined *

/**
 * Exposes the JavaScript [DataView](https://developer.mozilla.org/en/docs/Web/API/DataView) to Kotlin
 */
public external open class DataView(buffer: ArrayBuffer, byteOffset: Int = undefined, byteLength: Int = undefined) : ArrayBufferView {
    override fun set(array: ArrayBuffer, byteOffset: Int = undefined)

    companion object {
        val BYTES_PER_ELEMENT: Int
    }
}
byteLength: Int
fun getInt8(byteOffset: Int): Byte
fun getInt16(byteOffset: Int, littleEndian: Boolean = definedExternally): Short
fun getInt32(byteOffset: Int, littleEndian: Boolean = definedExternally): Int
fun getFloat32(byteOffset: Int, littleEndian: Boolean = definedExternally): Float
fun setInt8(byteOffset: Int, value: Byte)
fun setInt16(byteOffset: Int, value: Short, littleEndian: Boolean = definedExternally)
fun setInt32(byteOffset: Int, value: Int, littleEndian: Boolean = definedExternally)
fun setFloat32(byteOffset: Int, value: Float, littleEndian: Boolean = definedExternally)

public external interface BufferDataSource

public external interfaceTexImageSource

/*
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 */

// NOTE: THIS FILE IS AUTO-GENERATED, DO NOT EDIT!/
// See github.com/kotlin/dukat for details

package org.w3c.dom.clipboard

import kotlin.js.*
import org.khronos.webgl.*
import org.w3c.css.masking.*
import org.w3c.dom.*
import org.w3c.dom.css.*
import org.w3c.dom.events.*
import org.w3c.dom.mediacapture.*
import org.w3c.dom.parsing.*
import org.w3c.dom.pointerevents.*
import org.w3c.dom.svg.*
import org.w3c.dom.url.*
import org.w3c.fetch.*
import org.w3c.files.*
import org.w3c.notifications.*
import org.w3c.performance.*
import org.w3c.workers.*
import org.w3c.xhr.*

public external interface ClipboardEventInit : EventInit {
    var clipboardData: DataTransfer? /* = null */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["clipboardData"] = clipboardData
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable
    o["composed"] = composed
    return o
}

/**
 * Exposes the JavaScript [ClipboardEvent](https://developer.mozilla.org/en/docs/Web/API/ClipboardEvent) to Kotlin
 * */
public external open class ClipboardEvent(type: String, eventInitDict: ClipboardEventInit = definedExternally) : Event {
    open val clipboardData: DataTransfer?

    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val BUBBLING_PHASE: Short
    }
}

/**
 * Exposes the JavaScript [Clipboard](https://developer.mozilla.org/en/docs/Web/API/Clipboard) to Kotlin
 * */
public external abstract class Clipboard : EventTarget {
    fun read(): Promise<DataTransfer>
    fun readText(): Promise<String>
    fun write(data: DataTransfer): Promise<Unit>
    fun writeText(data: String): Promise<Unit>
}

public external interface ClipboardPermissionDescriptor {
    var allowWithoutGesture: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun ClipboardPermissionDescriptor(allowWithoutGesture: Boolean? = false): ClipboardPermissionDescriptor {
    val o = js("({})")
    o["allowWithoutGesture"] = allowWithoutGesture
    return o
}
Open Source Used In DNAC Platform Frey
CSSStyleDeclaration

    companion object {
        val STYLE_RULE: Short
        val CHARSET_RULE: Short
        val IMPORT_RULE: Short
        val MEDIA_RULE: Short
        val FONT_FACE_RULE: Short
        val PAGE_RULE: Short
        val MARGIN_RULE: Short
        val NAMESPACE_RULE: Short
    }
}

public external abstract class CSSMarginRule : CSSRule {
    open val name: String
    open val style: CSSStyleDeclaration

    companion object {
        val STYLE_RULE: Short
        val CHARSET_RULE: Short
        val IMPORT_RULE: Short
        val MEDIA_RULE: Short
        val FONT_FACE_RULE: Short
        val PAGE_RULE: Short
        val MARGIN_RULE: Short
        val NAMESPACE_RULE: Short
    }
}

/**
 * Exposes the JavaScript [CSSNamespaceRule](https://developer.mozilla.org/en/docs/Web/API/CSSNamespaceRule) to Kotlin
 */
public external abstract class CSSNamespaceRule : CSSRule {
    open val namespaceURI: String
    open val prefix: String

    companion object {
        val STYLE_RULE: Short
        val CHARSET_RULE: Short
        val IMPORT_RULE: Short
        val MEDIA_RULE: Short
        val FONT_FACE_RULE: Short
        val PAGE_RULE: Short
        val MARGIN_RULE: Short
        val NAMESPACE_RULE: Short
    }
}

/**
 * Exposes the JavaScript [CSSStyleDeclaration](https://developer.mozilla.org/en/docs/Web/API/CSSStyleDeclaration) to Kotlin
 */
public external abstract class CSSStyleDeclaration : ItemArrayLike<String> {
    open var cssText: String
    open val parentRule: CSSRule?
    open var cssFloat: String
    open var alignContent: String
    open var alignItems: String
    open var alignSelf: String
    open var animation: String
    open var animationDelay: String
    open var animationDirection: String
    open var animationDuration: String
    open var animationFillMode: String
    open var animationIterationCount: String
    open var animationName: String
    open var animationPlayState: String
    open var animationTimingFunction: String
    open var background: String
    open var backgroundAttachment: String
    open var backgroundColor: String
    open var backgroundImage: String
    open var backgroundOrigin: String
    open var backgroundPosition: String
    open var backgroundRepeat: String
    open var backgroundSize: String
    open var border: String
    open var borderBottom: String
    open var borderBottomColor: String
    open var borderBottomLeftRadius: String
    open var borderBottomRightRadius: String
    open var borderBottomStyle: String
    open var borderBottomWidth: String
    open var borderCollapse: String
    open var borderColor: String
    open var borderImage: String
    open var borderImageOutset: String
    open var borderImageRepeat: String
    open var borderImageSlice: String
    open var borderTop: String
    open var borderTopColor: String
    open var borderTopLeftRadius: String
    open var borderTopRightRadius: String
    open var borderTopStyle: String
    open var borderTopWidth: String
    open var borderWidth: String
    open var bottom: String
    open var boxDecorationBreak: String
    open var boxShadow: String
    open var boxSizing: String
    open var breakAfter: String
    open var breakBefore: String
    open var breakInside: String
    open var captionSide: String
    open var clear: String
    open var clip: String
    open var columnCount: String
    open var columnFill: String
    open var columnGap: String
    open var columnRuleColor: String
    open var columnRuleStyle: String
    open var columnRuleWidth: String
    open var columnSpan: String
    open var columnWidth: String
    open var content: String
    open var counterIncrement: String
    open var counterReset: String
    open var direction: String
    open var display: String
    open var emptyCells: String
    open var filter: String
    open var flex: String
    open var flexBasis: String
    open var flexDirection: String
    open var flexGrow: String
    open var flexShrink: String
    open var flexWrap: String
    open var font: String
    open var fontFamily: String
    open var fontLanguageOverride: String
    open var fontStyle: String
    open var fontSize: String
    open var fontSizeAdjust: String
    open var
fontStretch: String\n open var fontStyle: String\n open var fontSynthesis: String\n open var fontVariant: String\n open var fontVariantAlternates: String\n open var fontVariantCaps: String\n open var fontVariantEastAsian: String\n open var fontVariantLigatures: String\n open var fontVariantNumeric: String\n open var fontVariantPosition: String\n open var fontWeight: String\n open var hangingPunctuation: String\n open var height: String\n open var hyphens: String\n open var lineHeight: String\n open var listStyle: String\n open var listStyleImage: String\n open var listStylePosition: String\n open var listStyleType: String\n open var margin: String\n open var marginBottom: String\n open var marginLeft: String\n open var marginRight: String\n open var marginTop: String\n open var marqueeDirection: String\n open var marqueePlayCount: String\n open var marqueeSpeed: String\n open var marqueeStyle: String\n open var mask: String\n open var maskType: String\n open var maxHeight: String\n open var maxWidth: String\n open var minHeight: String\n open var minWidth: String\n open navDown: String\n open var navIndex: String\n open var navLeft: String\n open var navRight: String\n open var navUp: String\n open var objectFit: String\n open var objectPosition: String\n open var orphans: String\n open var outline: String\n open var outlineColor: String\n open var outlineOffset: String\n open var outlineStyle: String\n open var outlineWidth: String\n open var overflowWrap: String\n open var overflowX: String\n open var overflowY: String\n open var padding: String\n open var paddingBottom: String\n open var paddingLeft: String\n open var paddingRight: String\n open var paddingTop: String\n open var pageBreakAfter: String\n open var pageBreakBefore: String\n open var pageBreakInside: String\n open var perspective: String\n open var perspectiveOrigin: String\n open var phonemes: String\n open var position: String\n open var quotes: String\n open var rest: String\n open var restAfter: String\n open var resize: String\n open var right: String\n open var restBefore: String\n open var rowCount: String\n open var tabSize: String\n open var tableLayout: String\n open var textAlign: String\n open var textAlignLast: String\n open var textCombineUpright: String\n open var textDecoration: String\n open var textDecorationLine: String\n open var textDecorationStyle: String\n open var textIndent: String\n open var textJustify: String\n open var textOrientation: String\n open var textOverflow: String\n open var textShadow: String\n open var textTransform: String\n open var textUnderlinePosition: String\n open var top: String\n open var transform: String\n open var transformOrigin: String\n open var transformStyle: String\n open var transition: String\n open var transitionDelay: String\n open var transitionDuration: String\n open var transitionProperty: String\n open var transitionTimingFunction: String\n open var unicodeBidi: String\n open var verticalAlign: String\n open var visibility: String\n open var voiceBalance: String\n open var voiceDuration: String\n open var voicePitch: String\n open var voicePitchRange: String\n open var voiceRate: String\n open var voiceStress: String\n open var voiceVolume: String\n open var whiteSpace: String\n open var widows: String\n open var wordBreak: String\n open var wordSpacing: String\n open var wordWrap: String\n open var writingMode: String\n open var zIndex: String\n open var _dashed_attribute: String\n open var _camel_cased_attribute: String\n open var _webkit_cased_attribute: String\n fun getPropertyValue(property: String): String\n fun getPriorityPriority(property: String): String\n fun setProperty(property: String, value: String, priority: String = definedExternally)"
Language contributors.

* Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.  
* See https://github.com/kotlin/dukat for details.

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http://www.apache.org/licenses/LICENSE-2.0

Unless required by applicable law or agreed to in writing, software distributed under the License is distributed on an "AS IS" BASIS, WITHOUT WARRANTIES OR CONDITIONS OF ANY KIND, either express or implied. See the License for the specific language governing permissions and limitations under the License.
    val o = js("({})")
    o["screenX"] = screenX
    o["screenY"] = screenY
    o["clientX"] = clientX
    o["clientY"] = clientY
    o["button"] = button
    o["buttons"] = buttons
    o["relatedTarget"] = relatedTarget
    o["region"] = region
    o["ctrlKey"] = ctrlKey
    o["shiftKey"] = shiftKey
    o["altKey"] = altKey
    o["metaKey"] = metaKey
    o["modifierAltGraph"] = modifierAltGraph
    o["modifierCapsLock"] = modifierCapsLock
    o["modifierFn"] = modifierFn
    o["modifierFnLock"] = modifierFnLock
    o["modifierHyper"] = modifierHyper
    o["modifierNumberLock"] = modifierNumberLock
    o["modifierScrollLock"] = modifierScrollLock
    o["modifierSuper"] = modifierSuper
    o["modifierSymbol"] = modifierSymbol
    o["modifierSymbolLock"] = modifierSymbolLock
    o["view"] = view
    o["detail"] = detail
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable
    o["composed"] = composed
    return o
}

public external interface EventModifierInit : UIEventInit {
    var ctrlKey: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var shiftKey: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var altKey: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var metaKey: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var modifierAltGraph: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var modifierCapsLock: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var modifierFn: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var modifierFnLock: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var modifierHyper: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var modifierNumberLock: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var modifierScrollLock: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var modifierSuper: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var modifierSymbol: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var modifierSymbolLock: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["ctrlKey"] = ctrlKey
    o["shiftKey"] = shiftKey
    o["altKey"] = altKey
    o["metaKey"] = metaKey
    o["modifierAltGraph"] = modifierAltGraph
    o["modifierCapsLock"] = modifierCapsLock
    o["modifierFn"] = modifierFn
    o["modifierFnLock"] = modifierFnLock
    o["modifierHyper"] = modifierHyper
    o["modifierNumberLock"] = modifierNumberLock
    o["modifierScrollLock"] = modifierScrollLock
    o["modifierSuper"] = modifierSuper
    o["modifierSymbol"] = modifierSymbol
    o["modifierSymbolLock"] = modifierSymbolLock
    o["view"] = view
    o["detail"] = detail
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable
    o["composed"] = composed
    return o
}

/**
 * Exposes the JavaScript

 Open Source Used In DNAC Platform Frey 6022
public external interface WheelEventInit : MouseEventInit {
    var deltaX: Double? /* = 0.0 */
        get() = definedExternally
        set(value) =
    var deltaY: Double? /* = 0.0 */
        get() = definedExternally
        set(value) =
    var deltaZ: Double? /* = 0.0 */
        get() = definedExternally
        set(value) =
    var deltaMode: Int? /* = 0 */
        get() = definedExternally
        set(value) =
}

@kotlin.internal.InlineOnly
public inline fun WheelEventInit(
    deltaX: Double? = 0.0,
    deltaY: Double? = 0.0,
    deltaMode: Int? = 0,
    screenX: Int? = 0,
    screenY: Int? = 0,
    clientX: Int? = 0,
    clientY: Int? = 0,
    button: Short? = 0,
    buttons: Short? = 0,
    relatedTarget: EventTarget? = null,
    region: String? = null,
    ctrlKey: Boolean? = false,
    shiftKey: Boolean? = false,
    altKey: Boolean? = false,
    metaKey: Boolean? = false,
    modifierAltGraph: Boolean? = false,
    modifierCapsLock: Boolean? = false,
    modifierFn: Boolean? = false,
    modifierHyper: Boolean? = false,
    modifierNumLock: Boolean? = false,
    modifierScrollLock: Boolean? = false,
    modifierSuper: Boolean? = false,
    modifierSymbol: Boolean? = false,
    modifierSymbolLock: Boolean? = false,
    view: Window? = null,
    detail: Int? = 0,
    bubbles: Boolean? = false,
    cancelable: Boolean? = false,
    composed: Boolean? = false,
    key: String? = "",
    code: String? = "",
    location: Int? = 0,
    ctrlKey: Boolean? = false,
    shiftKey: Boolean? = false,
    altKey: Boolean? = false,
    metaKey: Boolean? = false,
    repeat: Boolean? = false,
    isComposing: Boolean? = false,
    charCode: Int? = 0,
    keyCode: Int? = 0,
    which: Int? = 0,
)
    getModifierState(keyArg: String): Boolean

    companion object {
        val DOM_KEY_LOCATION_STANDARD: Int
        val DOM_KEY_LOCATION_LEFT: Int
        val DOM_KEY_LOCATION_RIGHT: Int
        val DOM_KEY_LOCATION_NUMPAD: Int
    }
}

public external interface KeyboardEventInit : EventModifierInit {
    var key: String? /* = "" */
        get() = definedExternally
        set(value) = definedExternally
    var code: String? /* = "" */
        get() = definedExternally
        set(value) = definedExternally
    var location: Int? /* = 0 */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun KeyboardEventInit(
    key: String? = "",
    code: String? = "",
    location: Int? = 0,
    ctrlKey: Boolean? = false,
    shiftKey: Boolean? = false,
    altKey: Boolean? = false,
    metaKey: Boolean? = false,
    repeat: Boolean? = false,
    isComposing: Boolean? = false,
    charCode: Int? = 0,
    keyCode: Int? = 0,
    which: Int? = 0,
)
    getModifierState(keyArg: String): Boolean

    companion object {
        val DOM_KEY_LOCATION_STANDARD: Int
        val DOM_KEY_LOCATION_LEFT: Int
        val DOM_KEY_LOCATION_RIGHT: Int
        val DOM_KEY_LOCATION_NUMPAD: Int
    }

definedExternally
set(value) = definedExternally
var repeat: Boolean? /* = false */
get() =
definedExternally
set(value) = definedExternally
var isComposing: Boolean? /* = false */
get() =
definedExternally
set(value) = definedExternally

KeyboardEventInit(key: String? = "", code: String? = "", location: Int? = 0, repeat: Boolean? = false,
isComposing: Boolean? = false, ctrlKey: Boolean? = false, shiftKey: Boolean? = false,
altKey: Boolean? = false, metaKey: Boolean? = false, modifierAltGraph: Boolean? = false,
modifierCapsLock: Boolean? = false, modifierFn: Boolean? = false, modifierFnLock: Boolean? = false,
modifierHyper: Boolean? = false, modifierNumLock: Boolean? = false,
modifierScrollLock: Boolean? = false, modifierSuper: Boolean? = false,
modifierSymbol: Boolean? = false, modifierSymbolLock: Boolean? = false,
composed: Boolean? = false): KeyboardEventInit {
    val o = js("({})")
    o["key"] = key
    o["code"] = code
    o["location"] = location
    o["repeat"] = repeat
    o["isComposing"] = isComposing
    o["ctrlKey"] = ctrlKey
    o["shiftKey"] = shiftKey
    o["altKey"] = altKey
    o["metaKey"] = metaKey
    o["modifierAltGraph"] = modifierAltGraph
    o["modifierCapsLock"] = modifierCapsLock
    o["modifierFnLock"] = modifierFnLock
    o["modifierHyper"] = modifierHyper
    o["modifierNumLock"] = modifierNumLock
    o["modifierScrollLock"] = modifierScrollLock
    o["modifierSuper"] = modifierSuper
    o["modifierSymbol"] = modifierSymbol
    o["view"] = view
    o["detail"] = detail
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable
    o["composed"] = composed
    return o
}

CompositionEvent(type: String, eventInitDict: CompositionEventInit = definedExternally) :
UIEvent
open val open val data: String?
open companion object {
    val NONE: Short
    val CAPTURING_PHASE: Short
    val AT_TARGET: Short
    val BUBBLING_PHASE: Short
}
外部 open class CompositionEvent(type: String, eventInitDict: CompositionEventInit = definedExternally) :
UIEvent
open val open val data: String?
open companion object {
    val NONE: Short
    val CAPTURING_PHASE: Short
    val AT_TARGET: Short
    val BUBBLING_PHASE: Short
}
Event(type: String, eventInitDict: EventInit = definedExternally)
open val open val type: String
open val open val target: EventTarget
open val open val eventPhase: Short
open open val data: String?
open val open val defaultPrevented: Boolean
open open val composed: Boolean
open open val isTrusted: Boolean
open open val timestamp: Number
fun composedPath():
fun addEventListener(type: String, callback: EventListener?, options: dynamic = definedExternally)
fun removeEventListener(type: String, callback: EventListener?, options: dynamic = definedExternally)
fun dispatchEvent(event: Event): Boolean

fun stopPropagation():
fun stopImmediatePropagation():
fun preventDefault():
fun initEventHandler:
fun handleEvent(event: Event): any

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*/
NOTE: THIS FILE IS AUTO-GENERATED, DO NOT
EDIT!

See github.com/kotlin/dukat for details

package org.w3c.dom

import kotlin.js.*
import org.khronos.webgl.*
import org.w3c.dom.css.masking.*
import org.w3c.dom.clipboard.*
import org.w3c.dom.events.*
import org.w3c.dom.pointerevents.*
import org.w3c.dom.svg.*
import org.w3c.dom.url.*
import org.w3c.fetch.*
import org.w3c.files.*
import org.w3c.notifications.*
import org.w3c.performance.*
import org.w3c.workers.*

public external abstract class HTMLAllCollection {
    open val length: Int
    fun item(nameOrIndex: String = definedExternally): UnionElementOrHTMLCollection?
    fun namedItem(name: String): UnionElementOrHTMLCollection?
}

@kotlin.internal.InlineOnly
public inline operator fun HTMLAllCollection.get(index: Int): Element? = asDynamic()[index]

@kotlin.internal.InlineOnly
public inline operator fun HTMLAllCollection.get(name: String): UnionElementOrHTMLCollection? =
    asDynamic()[name]

/**
 * Exposes the JavaScript [HTMLFormControlsCollection](https://developer.mozilla.org/en/docs/Web/API/HTMLFormControlsCollection) to Kotlin

```kotlin
@kotlin.internal.InlineOnly
public inline operator fun HTMLAllCollection.get(index: Int): Element? = asDynamic()[index]
```

*/

/**
 * Exposes the JavaScript [RadioNodeList](https://developer.mozilla.org/en/docs/Web/API/RadioNodeList) to Kotlin

```kotlin
public external abstract class RadioNodeList : NodeList, UnionElementOrRadioNodeList {
    open var value: String
}
```

/**
 * Exposes the JavaScript [HTMLOptionsCollection](https://developer.mozilla.org/en/docs/Web/API/HTMLOptionsCollection) to Kotlin

```kotlin
public external abstract class HTMLOptionsCollection : HTMLCollection {
    override var length: Int
    open
    var selectedIndex: Int
    fun add(element: UnionHTMLOptGroupElementOrHTMLOptionElement, before: dynamic = definedExternally)
    fun remove(index: Int)
}
```

@kotlin.internal.InlineOnly
public inline operator fun HTMLOptionsCollection.set(index: Int, option: HTMLOptionElement?) { asDynamic()[index] = option }

/**
 * Exposes the JavaScript [HTMLElement](https://developer.mozilla.org/en/docs/Web/API/HTMLElement) to Kotlin

```kotlin
public external abstract class HTMLElement : Element, GlobalEventHandlers, DocumentAndElementEventHandlers,
ElementContentEditable, ElementCSSInlineStyle {
    open var title: String
    open var lang: String
    open var translate: Boolean
    open var dir: String
    open val dataset: DOMStringMap
    open var hidden: Boolean

    open var tabIndex: Int
    open var accessKey: String
    open val accessKeyLabel: String
    open var draggable:
    open val dropzone: DOMTokenList
    open var contextMenu: HTMLMenuElement?
    open var spellcheck: Boolean
    open var innerText: String
    open val offsetParent: Element?
    open val offsetTop: Int

    open val offsetLeft: Int
    open val offsetWidth: Int
    open val offsetHeight: Int
    fun click()
    fun focus()

    fun blur()
    fun forceSpellCheck()

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
    }
}
```

/**
 * Exposes the JavaScript [HTMLUnknownElement](https://developer.mozilla.org/en/docs/Web/API/HTMLUnknownElement) to Kotlin

```kotlin
public external abstract class HTMLUnknownElement : HTMLElement {
    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
    }
```
DOCUMENT_POSITION_DISCONNECTED: Short
val DOCUMENT_POSITION_PRECEDING: Short
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINS: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short
val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short

DOMStringMap.get(name: String): String? = asDynamic()[name]@kotlin.internal.InlineOnly\public inline operator fun

DOCUMENT_POSITION_DISCONNECTED: Short
val DOCUMENT_POSITION_PRECEDING: Short
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINS: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short
val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short

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val DOCUMENT_POSITION_FOLLOWING: Short
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val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINS: Short
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DOMStringMap.get(name: String): String? = asDynamic()[name]@kotlin.internal.InlineOnly\public inline operator fun

DOCUMENT_POSITION_DISCONNECTED: Short
val DOCUMENT_POSITION_PRECEDING: Short
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINS: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short
val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short

DOMStringMap.get(name: String): String? = asDynamic()[name]@kotlin.internal.InlineOnly\public inline operator fun

DOCUMENT_POSITION_DISCONNECTED: Short
val DOCUMENT_POSITION_PRECEDING: Short
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINS: Short
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val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short

DOMStringMap.get(name: String): String? = asDynamic()[name]@kotlin.internal.InlineOnly\public inline operator fun

DOCUMENT_POSITION_DISCONNECTED: Short
val DOCUMENT_POSITION_PRECEDING: Short
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val DOCUMENT_POSITION_PRECEDING: Short
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINS: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short
val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short

DOMStringMap.get(name: String): String? = asDynamic()[name]@kotlin.internal.InlineOnly\public inline operator fun

DOCUMENT_POSITION_DISCONNECTED: Short
val DOCUMENT_POSITION_PRECEDING: Short
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINS: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short
val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short

DOMStringMap.get(name: String): String? = asDynamic()[name]@kotlin.internal.InlineOnly\public inline operator fun

DOCUMENT_POSITION_DISCONNECTED: Short
val DOCUMENT_POSITION_PRECEDING: Short
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINS: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short
val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short

DOMStringMap.get(name: String): String? = asDynamic()[name]@kotlin.internal.InlineOnly\public inline operator fun

DOCUMENT_POSITION_DISCONNECTED: Short
val DOCUMENT_POSITION_PRECEDING: Short
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINS: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short
val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short

DOMStringMap.get(name: String): String? = asDynamic()[name]@kotlin.internal.InlineOnly\public inline operator fun

DOCUMENT_POSITION_DISCONNECTED: Short
val DOCUMENT_POSITION_PRECEDING: Short
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINS: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short
val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short

DOMStringMap.get(name: String): String? = asDynamic()[name]@kotlin.internal.InlineOnly\public inline operator fun

DOCUMENT_POSITION_DISCONNECTED: Short
val DOCUMENT_POSITION_PRECEDING: Short
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINS: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short
val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short

DOMStringMap.get(name: String): String? = asDynamic()[name]@kotlin.internal.InlineOnly\public inline operator fun

DOCUMENT_POSITION_DISCONNECTED: Short
val DOCUMENT_POSITION_PRECEDING: Short
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINS: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short
val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short

DOMStringMap.get(name: String): String? = asDynamic()[name]@kotlin.internal.InlineOnly\public inline operator fun

DOCUMENT_POSITION_DISCONNECTED: Short
val DOCUMENT_POSITION_PRECEDING: Short
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINS: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short
val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short

DOMStringMap.get(name: String): String? = asDynamic()[name]@kotlin.internal.InlineOnly\public inline operator fun

DOCUMENT_POSITION_DISCONNECTED: Short
val DOCUMENT_POSITION_PRECEDING: Short
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINS: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short
val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short

DOMStringMap.get(name: String): String? = asDynamic()[name]@kotlin.internal.InlineOnly\public inline operator fun

DOCUMENT_POSITION_DISCONNECTED: Short
val DOCUMENT_POSITION_PRECEDING: Short
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINS: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short
val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short

DOMStringMap.get(name: String): String? = asDynamic()[name]@kotlin.internal.InlineOnly\public inline operator fun

DOCUMENT_POSITION_DISCONNECTED: Short
val DOCUMENT_POSITION_PRECEDING: Short
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINS: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short
val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short

DOMStringMap.get(name: String): String? = asDynamic()[name]@kotlin.internal.InlineOnly\public inline operator fun

DOCUMENT_POSITION_DISCONNECTED: Short
val DOCUMENT_POSITION_PRECEDING: Short
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINS: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short
val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short

DOMStringMap.get(name: String): String? = asDynamic()[name]@kotlin.internal.InlineOnly\public inline operator fun

DOCUMENT_POSITION_DISCONNECTED: Short
val DOCUMENT_POSITION_PRECEDING: Short
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POST
```kotlin
/**
 * Exposes the JavaScript [HTMLLinkElement](https://developer.mozilla.org/en/docs/Web/API/HTMLLinkElement) to Kotlin
 */
public external abstract class HTMLLinkElement : HTMLElement, LinkStyle {
    open var href: String
    open var crossOrigin: String?
    open var rel: String
    open var `as`: RequestDestination
    open val relList: DOMTokenList
    open var media: String
    open var nonce: String
    open var hreflang: String
    open var type: String
    open val sizes: DOMTokenList
    open var referrerPolicy: String
    open var charset: String
    open var rev: String
    open var target: String
    open var scope: String
    open var workerType: WorkerType

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [HTMLMetaElement](https://developer.mozilla.org/en/docs/Web/API/HTMLMetaElement) to Kotlin
 */
public external abstract class HTMLMetaElement : HTMLElement {
    open var name: String
    open var httpEquiv: String
    open var content: String
    open var scheme: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [HTMLStyleElement](https://developer.mozilla.org/en/docs/Web/API/HTMLStyleElement) to Kotlin
 */
public external abstract class HTMLStyleElement : HTMLElement, LinkStyle {
    open var media: String
    open var nonce: String
    open var type: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [HTMLBodyElement](https://developer.mozilla.org/en/docs/Web/API/HTMLBodyElement) to Kotlin
 */
public external abstract class HTMLBodyElement : HTMLElement, WindowEventHandlers {
    open var text: String
    open var link: String
    open var vLink: String
    open var aLink: String
    open var bgColor: String
    open var background: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}
```
/**
 * Exposes the JavaScript [HTMLQuoteElement](https://developer.mozilla.org/en/docs/Web/API/HTMLQuoteElement) to Kotlin
 */
public external abstract class HTMLQuoteElement : HTMLElement {
    open var cite: String

    companion object {

        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [HTMLOListElement](https://developer.mozilla.org/en/docs/Web/API/HTMLOListElement) to Kotlin
 */
public external abstract class HTMLOListElement : HTMLElement {
    open var reversed: Boolean
    open var start: Int
    open var type: String
    open var compact: Boolean

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [HTMLUListElement](https://developer.mozilla.org/en/docs/Web/API/HTMLUListElement) to Kotlin
 */
public external abstract class HTMLUListElement : HTMLElement {
    open var compact: Boolean
    open var type: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [HTMLLIElement](https://developer.mozilla.org/en/docs/Web/API/HTMLLIElement) to Kotlin
 */
public external abstract class HTMLLIElement : HTMLElement {
    open var value: Int
    open var type: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINS: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short
val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short

// Exposes the JavaScript [HTMLDListElement](https://developer.mozilla.org/en/docs/Web/API/HTMLDListElement) to Kotlin
public external abstract class HTMLDListElement : HTMLElement {
    open var compact: Boolean

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [HTMLDivElement](https://developer.mozilla.org/en/docs/Web/API/HTMLDivElement) to Kotlin
 */
public external abstract class HTMLDivElement : HTMLElement {
    open var align: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [HTMLAnchorElement](https://developer.mozilla.org/en/docs/Web/API/HTMLAnchorElement) to Kotlin
 */
public external abstract class HTMLAnchorElement : HTMLElement, HTMLHyperlinkElementUtils {
    open var target: String
    open var download: String
    open var ping: String
    open var rel: String
    open var relList: DOMTokenList
    open var hreflang: String
    open var type: String
    open var text: String
    open var referrerPolicy: String
    open var coords: String
    open var charset: String
    open var name: String
    open var rev: String
    open var shape: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [HTMLDataElement](https://developer.mozilla.org/en/docs/Web/API/HTMLDataElement) to Kotlin
 */
public external abstract class HTMLDataElement : HTMLElement {
    open var value: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}
open class HTMLTimeElement : HTMLElement {
    open var dateTime: String
    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

open class HTMLSpanElement : HTMLElement {
    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

open class HTMLBRElement : HTMLElement {
    open var clear: String
    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

public external interface HTMLHyperlinkElementUtils {
    var href: String
    var origin: String
    var protocol: String
    var username: String
    var password: String
    var host: String
    var hostname: String
    var port: String
    var pathname: String
    var search: String
    var hash: String
}

public external abstract class HTMLModElement : HTMLElement {
    open var cite: String
    open var dateTime: String
    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}
/**
 * Exposes the JavaScript [HTMLVideoElement](https://developer.mozilla.org/en/docs/Web/API/HTMLVideoElement) to Kotlin
 */
public external abstract class HTMLVideoElement : HTMLMediaElement, CanvasImageSource, TexImageSource {
    open var width: Int
    open var height: Int
    open val videoWidth: Int
    open val videoHeight: Int
    open var poster: String
    open var playsInline: Boolean

    companion object {
        val NETWORK_EMPTY: Short
        val NETWORK_IDLE: Short
        val NETWORK_LOADING: Short
        val NETWORK_NO_SOURCE: Short
        val HAVE_NOTHING: Short
        val HAVE_METADATA: Short
        val HAVE_CURRENT_DATA: Short
        val HAVE_FUTURE_DATA: Short
        val HAVE_ENOUGH_DATA: Short
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short

        DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [HTMLAudioElement](https://developer.mozilla.org/en/docs/Web/API/HTMLAudioElement) to Kotlin
 */
public external abstract class HTMLAudioElement : HTMLMediaElement {
    companion object {
        val NETWORK_EMPTY: Short
        val NETWORK_IDLE: Short
        val NETWORK_LOADING: Short
        val NETWORK_NO_SOURCE: Short
        val HAVE_NOTHING: Short
        val HAVE_METADATA: Short
        val HAVE_CURRENT_DATA: Short
        val HAVE_FUTURE_DATA: Short
        val HAVE_ENOUGH_DATA: Short
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short

        DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [HTMLTrackElement](https://developer.mozilla.org/en/docs/Web/API/HTMLTrackElement) to Kotlin
 */
public external abstract class HTMLTrackElement : HTMLElement {
    open var kind: String
    open var src: String
    open var srclang: String
    open var label: String
    open var default: Boolean
    open val readyState: Short
    open val track: TextTrack

    companion object {
        val NONE: Short
        val LOADING: Short
        val LOADED: Short
        val ERROR: Short
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short

        DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}
class VideoTrack : UnionAudioTrackOrTextTrackOrVideoTrack {
    open val id: String
    open val kind: String
    open val label: String
    open val language: String
    open var selected: Boolean
}

public external abstract class TextTrackList : EventTarget {
    open val length: Int
    open var onchange: (TrackEvent) -> dynamic?
    open var onaddtrack: (TrackEvent) -> dynamic?
    open var onremovetrack: (TrackEvent) -> dynamic?
    fun getTrackById(id: String): TextTrack?
}

@kotlin.internal.InlineOnly
public inline operator fun TextTrackList.get(index: Int): TextTrack? = asDynamic()[index]

/**
 * Exposes the JavaScript [TextTrack](https://developer.mozilla.org/en/docs/Web/API/TextTrack) to Kotlin
 */
public external abstract class TextTrack : EventTarget, UnionAudioTrackOrTextTrackOrVideoTrack {
    open val kind: TextTrackKind
    open val label: String
    open val language: String
    open val id: String
    open val inBandMetadataTrackDispatchType: String
    open var mode: TextTrackMode
    open val cues: TextTrackCueList?
    open val activeCues: TextTrackCueList?
    open var oncuechange: (Event) -> dynamic?
    fun addCue(cue: TextTrackCue)
    fun removeCue(cue: TextTrackCue)
}

public external abstract class TextTrackCueList {
    open val length: Int
    fun getCueById(id: String): TextTrackCue?
}

@kotlin.internal.InlineOnly
public inline operator fun TextTrackCueList.get(index: Int): TextTrackCue? = asDynamic()[index]

/**
 * Exposes the JavaScript [TextTrackCue](https://developer.mozilla.org/en/docs/Web/API/TextTrackCue) to Kotlin
 */
public external abstract class TextTrackCue : EventTarget {
    open val track: TextTrack?
    open var id: String
    open var startTime: Double
    open var endTime: Double
    open var pauseOnExit: Boolean
    open var onenter: (Event) -> dynamic?
    open var onexit: (Event) -> dynamic?
}

/**
 * Exposes the JavaScript [TimeRanges](https://developer.mozilla.org/en/docs/Web/API/TimeRanges) to Kotlin
 */
public external abstract class TimeRanges {
    open val length: Int
    fun start(index: Int): Double
    fun end(index: Int): Double
}

/**
 * Exposes the JavaScript [TrackEvent](https://developer.mozilla.org/en/docs/Web/API/TrackEvent) to Kotlin
 */
public external open class TrackEvent(type: String, eventInitDict: TrackEventInit = definedExternally) : Event {
    open val track: UnionAudioTrackOrTextTrackOrVideoTrack?

    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }
}

public external interface TrackEventInit : EventInit {
    var track: UnionAudioTrackOrTextTrackOrVideoTrack? /* = null */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["track"] = track
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable
    o["composed"] = composed
    o["return"] = false
    o["value"] = this
}

/**
 * Exposes the JavaScript [HTMLMapElement](https://developer.mozilla.org/en/docs/Web/API/HTMLMapElement) to Kotlin
 */
public external abstract class HTMLMapElement : HTMLElement {
    open var name: String
    open val areas: HTMLCollection

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [HTMLAreaElement](https://developer.mozilla.org/en/docs/Web/API/HTMLAreaElement) to Kotlin
 */
public external abstract class HTMLAreaElement : HTMLElement, HTMLHyperlinkElementUtils {
referrerPolicy: String
open var noHref: Boolean

val ELEMENT_NODE:

Short
val ATTRIBUTE_NODE: Short
val TEXT_NODE: Short
val CDATA_SECTION_NODE:

Short
val ENTITY_REFERENCE_NODE: Short
val ENTITY_NODE: Short
val PROCESSING_INSTRUCTION_NODE: Short
val COMMENT_NODE: Short
val DOCUMENT_NODE: Short
val DOCUMENT_TYPE_NODE: Short
val DOCUMENT_FRAGMENT_NODE: Short
val NOTATION_NODE: Short
val DOCUMENT_POSITION_DISCONNECTED: Short
val DOCUMENT_POSITION_PRECEDING: Short
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINS: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short
val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short

} val*/

/**
 * Exposes the JavaScript
 [HTMLTableElement](https://developer.mozilla.org/en/docs/Web/API/HTMLTableElement) to Kotlin */

public external abstract class HTMLTableElement : HTMLElement {

open var caption:

HTMLTableCaptionElement?

open var tHead: HTMLTableSectionElement?

open var tFoot: HTMLTableSectionElement?

open val tBodies: HTMLCollection

open val rows: HTMLCollection

open var align: String

open var border: String

open var frame: String

open var rules: String

open var summary: String

open var width: String

open var bgColor: String

open var cellPadding: String

open var cellSpacing: String

fun createCaption(): HTMLTableCaptionElement

fun deleteCaption()

fun createTHead(): HTMLTableSectionElement

fun deleteTHead()

fun createTFoot(): HTMLTableSectionElement

fun deleteTFoot()

fun createTBody(): HTMLTableSectionElement

fun insertRow(index: Int = definedExternally): HTMLTableRowElement

fun deleteRow(index: Int)


companion object {
val ELEMENT_NODE: Short
val ATTRIBUTE_NODE: Short
val TEXT_NODE: Short
val CDATA_SECTION_NODE: Short
val ENTITY_REFERENCE_NODE: Short
val ENTITY_NODE: Short
val PROCESSING_INSTRUCTION_NODE: Short
val COMMENT_NODE: Short
val DOCUMENT_NODE: Short
val DOCUMENT_TYPE_NODE: Short
val DOCUMENT_FRAGMENT_NODE: Short
val NOTATION_NODE: Short
val DOCUMENT_POSITION_DISCONNECTED: Short
val DOCUMENT_POSITION_PRECEDING: Short
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINS: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short
val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short

} val*/

/**
 * Exposes the JavaScript
 [HTMLTableCaptionElement](https://developer.mozilla.org/en/docs/Web/API/HTMLTableCaptionElement) to Kotlin */

public external abstract class HTMLTableCaptionElement : HTMLElement {

open var align:

String


companion object {
val ELEMENT_NODE: Short
val ATTRIBUTE_NODE: Short
val TEXT_NODE: Short
val CDATA_SECTION_NODE: Short
val ENTITY_REFERENCE_NODE: Short
val ENTITY_NODE: Short
val PROCESSING_INSTRUCTION_NODE: Short
val COMMENT_NODE: Short
val DOCUMENT_NODE: Short
val DOCUMENT_TYPE_NODE: Short
val DOCUMENT_FRAGMENT_NODE: Short
val NOTATION_NODE: Short
val DOCUMENT_POSITION_DISCONNECTED: Short
val DOCUMENT_POSITION_PRECEDING: Short
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINS: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short
val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short

} val*/

/**
 * Exposes the JavaScript
 [HTMLTableColElement](https://developer.mozilla.org/en/docs/Web/API/HTMLTableColElement) to Kotlin */

public external abstract class HTMLTableColElement : HTMLElement {

open var span: Int

open var align: String

open var ch: String

open var chOff: String

open var vAlign: String

open var width: String


companion object {
val ELEMENT_NODE: Short
val ATTRIBUTE_NODE: Short
val TEXT_NODE: Short
val CDATA_SECTION_NODE: Short
val ENTITY_REFERENCE_NODE: Short
val ENTITY_NODE: Short
val PROCESSING_INSTRUCTION_NODE: Short
val COMMENT_NODE: Short
val DOCUMENT_NODE: Short
val DOCUMENT_TYPE_NODE: Short
val DOCUMENT_FRAGMENT_NODE: Short
val NOTATION_NODE: Short
val DOCUMENT_POSITION_DISCONNECTED: Short
val DOCUMENT_POSITION_PRECEDING: Short
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINS: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short
val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short

} val*/
DOCUMENT_POSITION_DISCONNECTED: Short
val DOCUMENT_POSITION_PRECEDING: Short
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINS: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short

DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short

// Exposes the JavaScript [HTMLTableSectionElement] to Kotlin

/*\n*/

/**
 * Exposes the JavaScript [HTMLTableSectionElement] to Kotlin
 */
public external abstract class HTMLTableSectionElement : HTMLElement {
    open val rows: HTMLCollection
    open var align: String
    open var ch: String
    open var chOff: String
    open var vAlign: String
    fun insertRow(index: Int = definedExternally): HTMLElement
    fun deleteRow(index: Int)

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [HTMLTableRowElement] to Kotlin
 */
public external abstract class HTMLTableRowElement : HTMLElement {
    open val rowIndex: Int
    open val sectionRowIndex: Int
    open val cells: HTMLCollection
    open var align: String
    open var ch: String
    open var chOff: String
    open var vAlign: String
    open var bgColor: String
    fun insertCell(index: Int = definedExternally): HTMLElement
    fun deleteCell(index: Int)

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [HTMLTableCellElement] to Kotlin
 */
public external abstract class HTMLTableCellElement : HTMLElement {
    open var colSpan: Int
    open var rowSpan: Int
    open var headers: String
    open val cellIndex: Int
    open var scope: String
    open var abbr: String
    open var align: String
    open var axis: String
    open var height: String
    open var width: String
    open var ch: String
    open var chOff: String
    open var noWrap: Boolean
    open var vAlign: String
    open var bgColor: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [HTMLFormElement] to Kotlin
 */
public
Open Source Used In DNAC Platform Frey

```kotlin
val TEXT_NODE: Short
val CDATA_SECTION_NODE: Short
val ENTITY_REFERENCE_NODE: Short
val ENTITY_NODE: Short
val PROCESSING_INSTRUCTION_NODE: Short
val COMMENT_NODE: Short
val DOCUMENT_NODE: Short
val DOCUMENT_TYPE_NODE: Short
val DOCUMENT_FRAGMENT_NODE: Short
val NOTATION_NODE: Short
val DOCUMENT_POSITION_DISCONNECTED: Short
val DOCUMENT_POSITION_PRECEDING: Short
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINS: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short
val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short

/**
 * Exposes the JavaScript [HTMLButtonElement](https://developer.mozilla.org/en/docs/Web/API/HTMLButtonElement) to Kotlin
 */
public external abstract class HTMLButtonElement : HTMLElement {
    open var autofocus: Boolean
    open var disabled: Boolean
    open val form: HTMLFormElement?
    open var formAction: String
    open var formEnctype: String
    open var formMethod: String
    open var formNoValidate: Boolean
    open var formTarget: String
    open var name: String
    open var type: String
    open var value: String
    open var menu: HTMLMenuElement?
    open val willValidate: Boolean
    open val validity: ValidityState
    open val validationMessage: String
    open val labels: NodeList
    fun checkValidity(): Boolean
    fun reportValidity(): Boolean
    fun setCustomValidity(error: String)

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [HTMLSelectElement](https://developer.mozilla.org/en/docs/Web/API/HTMLSelectElement) to Kotlin
 */
public external abstract class HTMLSelectElement : HTMLElement, ItemArrayLike<Element> {
    open var autocomplete: String
    open var autofocus: Boolean
    open var disabled: Boolean
    open val form: HTMLFormElement?
    open var multiple: Boolean
    open var name: String
    open var required: Boolean
    open var size: Int
    open var type: String
    open var options: HTMLOptionsCollection
    override var length: Int
    open var selectedOptions: HTMLCollection
    open var selectedIndex: Int
    open var value: String
    open var willValidate: Boolean
    open var validity: ValidityState
    open var validationMessage: String
    open var labels: NodeList
    fun namedItem(name: String): HTMLOptionElement?
    fun add(element: UnionHTMLOptGroupElementOrHTMLOptionElement, before: dynamic = definedExternally)
    fun remove(index: Int)
    fun checkValidity(): Boolean
    fun reportValidity(): Boolean
    fun setCustomValidity(error: String)
    override fun item(index: Int): Element?

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

@kotlin.internal.InlineOnly
public inline operator fun HTMLSelectElement.get(index: Int): Element? = asDynamic()[index]
@kotlin.internal.InlineOnly
public inline operator fun HTMLSelectElement.set(index: Int,
```
option: HTMLOptionElement?) { asDynamic()[index] = option |

/* Exposes the JavaScript HTMLDataListElement (https://developer.mozilla.org/en/docs/Web/API/HTMLDataListElement) to Kotlin */

public abstract class HTMLDataListElement : HTMLElement {
    open val options: HTMLCollection

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}


public abstract class HTMLOptGroupElement : HTMLElement, UnionHTMLOptGroupElementOrHTMLOptionElement {
    open var disabled: Boolean
    open var label: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/* Exposes the JavaScript HTMLOptionElement (https://developer.mozilla.org/en/docs/Web/API/HTMLOptionElement) to Kotlin */

public abstract class HTMLOptionElement : HTMLElement, UnionHTMLOptGroupElementOrHTMLOptionElement {
    open var disabled: Boolean
    open val form: HTMLFormElement?
    open var label: String
    open var defaultSelected: Boolean
    open var selected: Boolean
    open var value: String
    open var text: String
    open val index: Int

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/* Exposes the JavaScript HTMLTextAreaElement (https://developer.mozilla.org/en/docs/Web/API/HTMLTextAreaElement) to Kotlin */

public abstract class HTMLTextAreaElement : HTMLElement {
    open var autocomplete: String
    open var autofocus: Boolean
    open var cols: Int
    open var dirName: String
    open var disabled: Boolean
    open val form: HTMLFormElement?
    open var inputMode: String
    open var maxLength: Int
    open var minLength: Int
    open var name: String
    open var placeholder: String
    open var readOnly: Boolean
    open var required: Boolean
    open var rows: Int
    open var wrap: String
    open var type: String
    open var defaultValue: String
    open var value: String
    open val textLength: Int
    open val willValidate: Boolean
    open val validity: ValidityState
    open val validationMessage: String
    open val labels: NodeList
    open var selectionStart: Int?
    open var selectionEnd: Int?
    open var selectionDirection: String?
    fun checkValidity():
Boolean
    fun reportValidity(): Boolean
    fun setCustomValidity(error: String)
    fun select()
    fun setRangeText(replacement: String)
    fun setRangeText(replacement: String, start: Int, end: Int, selectionMode: SelectionMode = definedExternally)
    fun setSelectionRange(start: Int, end: Int, direction: String = definedExternally)

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript
 * [HTMLKeygenElement](https://developer.mozilla.org/en/docs/Web/API/HTMLKeygenElement) to Kotlin
 */
public external abstract class HTMLKeygenElement : HTMLElement {
    open var autofocus: Boolean
    open var challenge: String
    open var disabled: Boolean
    open val form: HTMLFormElement?
    open var keytype: String
    open var name: String
    open val type: String
    open var willValidate: Boolean
    open val validity: ValidityState
    open val validationMessage: String
    open val labels: NodeList
    fun checkValidity(): Boolean
    fun reportValidity(): Boolean
    fun setCustomValidity(error: String)

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val ENTITY_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript
 * [HTMLOutputElement](https://developer.mozilla.org/en/docs/Web/API/HTMLOutputElement) to Kotlin
 */
public external abstract class HTMLOutputElement : HTMLElement {
    open val htmlFor: DOMTokenList
    open val form: HTMLFormElement?
    open var name: String
    open val type: String
    open var defaultValue: String
    open var value: String
    open var willValidate: Boolean
    open var validity: ValidityState
    open var validationMessage: String
    open var labels: NodeList
    fun checkValidity(): Boolean
    fun reportValidity(): Boolean
    fun setCustomValidity(error: String)

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val ENTITY_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript
 * [HTMLProgressElement](https://developer.mozilla.org/en/docs/Web/API/HTMLProgressElement) to Kotlin
 */
public external abstract class HTMLProgressElement : HTMLElement {
    open var value: Double
    open var max: Double
    open val position: Double
    open val labels: NodeList

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val ENTITY_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [HTMLMeterElement](https://developer.mozilla.org/en/docs/Web/API/HTMLMeterElement) to Kotlin
 */
public abstract class HTMLMeterElement : HTMLElement {
    open var value: Double
    open var min: Double
    open var max: Double
    open var low: Double
    open var high: Double
    open var optimum: Double
    open val labels: NodeList

    companion object {
        val ELEMENT_NODE: short
        val ATTRIBUTE_NODE: short
        val TEXT_NODE: short
        val CDATA_SECTION_NODE: short
        val ENTITY_REFERENCE_NODE: short
        val ENTITY_NODE: short

/**
 * Exposes the JavaScript [HTMLFieldSetElement](https://developer.mozilla.org/en/docs/Web/API/HTMLFieldSetElement) to Kotlin
 */
public abstract class HTMLFieldSetElement : HTMLElement {
    open var disabled: Boolean
    open val form: HTMLFormElement?
    open var name: String
    open val type: String
    open val elements: HTMLCollection
    open val willValidate: Boolean
    open val validity: ValidityState
    open val validationMessage: String
    fun checkValidity(): Boolean
    fun reportValidity(): Boolean
    fun setCustomValidity(error: String)

    companion object {
        val ELEMENT_NODE: short
        val ATTRIBUTE_NODE: short
        val TEXT_NODE: short
        val CDATA_SECTION_NODE: short
        val ENTITY_REFERENCE_NODE: short
        val ENTITY_NODE: short

/**
 * Exposes the JavaScript [HTMLLegendElement](https://developer.mozilla.org/en/docs/Web/API/HTMLLegendElement) to Kotlin
 */
public abstract class HTMLLegendElement : HTMLElement {
    open val form: HTMLFormElement?
    open var align: String

    companion object {
        val ELEMENT_NODE: short
        val ATTRIBUTE_NODE: short
        val TEXT_NODE: short
        val CDATA_SECTION_NODE: short
        val ENTITY_REFERENCE_NODE: short
        val ENTITY_NODE: short

/**
 * Exposes the JavaScript [ValidityState](https://developer.mozilla.org/en/docs/Web/API/ValidityState) to Kotlin
 */
public external
abstract class ValidityState {
    open val valueMissing: Boolean
    open val typeMismatch: Boolean
    open val patternMismatch: Boolean
    open val tooLong: Boolean
    open val tooShort: Boolean
    open val rangeUnderflow: Boolean
    open val rangeOverflow: Boolean
    open val stepMismatch: Boolean
    open val badInput: Boolean
    open val customError: Boolean
    open val valid: Boolean
}

/**
 * Exposes the JavaScript [HTMLDetailsElement](https://developer.mozilla.org/en/docs/Web/API/HTMLDetailsElement) to Kotlin
 */
public external abstract class HTMLDetailsElement : HTMLElement {
    open var open: Boolean

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

public external abstract class HTMLMenuElement : HTMLElement {
    open var type: String
    open var label: String
    open var compact: Boolean

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

public external abstract class HTMLMenuItemElement : HTMLElement {
    open var type: String
    open var label: String
    open var icon: String
    open var disabled: Boolean
    open var checked: Boolean
    open var radiogroup: String
    open var default: Boolean

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

public external open class RelatedEvent(type: String, eventInitDict: RelatedEventInit = definedExternally) : Event {
    open val relatedTarget: EventTarget?

    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }
}

/**
 * Exposes the JavaScript [HTMLDialogElement](https://developer.mozilla.org/en/docs/Web/API/HTMLDialogElement) to Kotlin
 */
public external abstract class HTMLDialogElement : HTMLElement {
    open var open: Boolean
    open var returnValue: String
    fun show(anchor: UnionElementOrMouseEvent = definedExternally)
}
DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short

public external interface AssignedNodesOptions {
    var flatten: Boolean? /* = false */
    get() = definedExternally
    set(value) = definedExternally
    @hasOne.kotlin.internal.InlineOnly
    inline fun AssignedNodesOptions(flatten: Boolean? = false): AssignedNodesOptions {
        o["flatten"] = flatten
        return o
    }
}

@hasOne.kotlin.internal.InlineOnly
public inline fun AssignedNodesOptions(flatten: Boolean? = false): AssignedNodesOptions {
    val o = js("({})")
    o["flatten"] = flatten
    return o
}

/**
 * Exposes the JavaScript [HTMLCanvasElement](https://developer.mozilla.org/en/docs/Web/API/HTMLCanvasElement) to Kotlin
 */
public external abstract class HTMLCanvasElement : HTMLElement, CanvasImageSource,
TexImageSource {
    open var width: Int
    open var height: Int
    fun getContext(contextId: String, vararg arguments: Any?): RenderingContext?
    fun toDataURL(type: String = definedExternally, quality: Any? = definedExternally): String
    fun toBlob(_callback: (Blob?) -> Unit, type: String = definedExternally, quality:
Any? = definedExternally)

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

public external interface CanvasRenderingContext2DSettings {
    var alpha: Boolean? /* = true */
    get() = definedExternally
    set(value) = definedExternally
}

@hasOne.kotlin.internal.InlineOnly
public inline fun CanvasRenderingContext2DSettings(alpha: Boolean? = true): CanvasRenderingContext2DSettings {
    val o = js("({})")
    o["alpha"] = alpha
    return o
}

/**
 * Exposes the JavaScript [CanvasRenderingContext2D](https://developer.mozilla.org/en/docs/Web/API/CanvasRenderingContext2D) to Kotlin
 */
public external abstract class CanvasRenderingContext2D : CanvasState, CanvasTransform,
CanvasCompositing, CanvasImageSmoothing, CanvasFillStrokeStyles, CanvasShadowStyles, CanvasFilters,
CanvasRect, CanvasDrawPath, CanvasUserInterface, CanvasText, CanvasDrawImage, CanvasHitRegion,
CanvasImageData, CanvasPathDrawingStyles, CanvasTextDrawingStyles, CanvasPath, RenderingContext {
    open var canvas: HTMLCanvasElement
}

public external interface CanvasState {
    fun save()
    fun restore()
}

public external interface CanvasTransform {
    fun scale(x: Double, y: Double)
    fun rotate(angle: Double)
    fun translate(x: Double, y: Double)
    fun transform(a: Double, b: Double, c: Double, d: Double, e: Double, f: Double)
    fun getTransform(): DOMMatrix
    fun setTransform(a: Double, b: Double, c: Double, d: Double, e: Double, f: Double)
    fun setTransform(transform: dynamic = definedExternally)
    fun resetTransform()
}

public external interface CanvasCompositing {
    var globalAlpha: Double
    var globalCompositeOperation: String
}

public external interface CanvasImageSmoothing {
    var imageSmoothingEnabled: Boolean
    var imageSmoothingQuality: ImageSmoothingQuality
}

public external interface CanvasFillStrokeStyles {
    var strokeStyle: dynamic
        get() = definedExternally
        set(value) = definedExternally
    var fillStyle: dynamic
        get() = definedExternally
        set(value) = definedExternally
    fun createLinearGradient(x0: Double, y0: Double, x1: Double, y1: Double): CanvasGradient
    fun createRadialGradient(x0: Double, y0: Double, r0: Double, x1: Double, y1: Double, r1: Double): CanvasGradient
    fun createPattern(image: CanvasImageSource, repetition: String): CanvasPattern
}

public external interface CanvasShadowStyles {
    var shadowOffsetX: Double
    var shadowOffsetY: Double
    var shadowBlur: Double
    var shadowColor: String
}

public external interface CanvasDrawPath {
    fun beginPath()
    fun fill(fillRule: CanvasFillRule = definedExternally)
    fun stroke(path: Path2D)
    fun clip(fillRule: CanvasFillRule = definedExternally)
    fun stroke(path: Path2D)
    fun fill(path: Path2D)
    fun beginPath()
    fun fill(fillRule: CanvasFillRule = definedExternally)
    fun stroke(path: Path2D)
    fun clip(fillRule: CanvasFillRule = definedExternally)
}
DataTransferItem? = asDynamic()[index]"n"n"n"n* Exposes the JavaScript
[DataTransferItem](https://developer.mozilla.org/en/docs/Web/API/DataTransferItem) to Kotlin

```kotlin
public abstract class DataTransferItem {
    open val kind: String
    open val type: String
    fun getAsString(_callback: ((String) -> Unit)?)
    fun getAsFile(): File?
}
```

```kotlin
/**
 * Exposes the JavaScript [DataTransferItem](https://developer.mozilla.org/en/docs/Web/API/DataTransferItem) to Kotlin
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    fun getAsFile(): File?
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    open val kind: String
    open val type: String
    fun getAsString(_callback: ((String) -> Unit)?)
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public abstract class DataTransferItem {
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    open val type: String
    fun getAsString(_callback: ((String) -> Unit)?)
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    fun getAsString(_callback: ((String) -> Unit)?)
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}
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public abstract class DataTransferItem {
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    open val type: String
    fun getAsString(_callback: ((String) -> Unit)?)
    fun getAsFile(): File?
}
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 * Exposes the JavaScript [DataTransferItem](https://developer.mozilla.org/en/docs/Web/API/DataTransferItem) to Kotlin
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public abstract class DataTransferItem {
    open val kind: String
    open val type: String
    fun getAsString(_callback: ((String) -> Unit)?)
    fun getAsFile(): File?
}
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```kotlin
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 * Exposes the JavaScript [DataTransferItem](https://developer.mozilla.org/en/docs/Web/API/DataTransferItem) to Kotlin
 */
public abstract class DataTransferItem {
    open val kind: String
    open val type: String
    fun getAsString(_callback: ((String) -> Unit)?)
    fun getAsFile(): File?
}
```

```kotlin
/**
 * Exposes the JavaScript [DataTransferItem](https://developer.mozilla.org/en/docs/Web/API/DataTransferItem) to Kotlin
 */
public abstract class DataTransferItem {
    open val kind: String
    open val type: String
    fun getAsString(_callback: ((String) -> Unit)?)
    fun getAsFile(): File?
}
```
Promise<ImageBitmap>
fun fetch(input: dynamic, init: RequestInit = definedExternally):
Promise<Response>
}

/**
 * Exposes the JavaScript [Navigator](https://developer.mozilla.org/en/docs/Web/API/Navigator) to Kotlin
 */
public external abstract class Navigator : NavigatorID, NavigatorLanguage, NavigatorOnLine, NavigatorContentUtils, NavigatorCookies, NavigatorPlugins, NavigatorConcurrentHardware {
open val clipboard: Clipboard
open val open maxTouchPoints: Int
open val serviceWorker: ServiceWorkerContainer
fun getUserMedia(constraints: MediaStreamConstraints, successCallback: (MediaStream) -> Unit, errorCallback: (dynamic) -> Unit)
fun vibrate(pattern: dynamic): Boolean
}

/**
 * Exposes the JavaScript [NavigatorID](https://developer.mozilla.org/en/docs/Web/API/NavigatorID) to Kotlin
 */
public external interface NavigatorID {
val appCodeName: String
val appName: String
val appVersion: String
val platform: String
val product: String
val productSub: String
val userAgent: String
val vendor: String
val vendorSub: String
val osCPU: String
fun taintEnabled(): Boolean
}

/**
 * Exposes the JavaScript [NavigatorLanguage](https://developer.mozilla.org/en/docs/Web/API/NavigatorLanguage) to Kotlin
 */
public external interface NavigatorLanguage {
val language: String
val languages: Array<out String>
}

public external interface NavigatorContentUtils {
fun registerProtocolHandler(scheme: String, url: String, title: String)
fun registerContentHandler(mimeType: String, url: String, title: String)
fun isProtocolHandlerRegistered(scheme: String, url: String): Boolean
fun isContentHandlerRegistered(mimeType: String, url: String): Boolean
fun unregisterProtocolHandler(scheme: String, url: String)
fun unregisterContentHandler(mimeType: String, url: String)
}

public external interface NavigatorCookies {
val cookieEnabled: Boolean
}

/**
 * Exposes the JavaScript [NavigatorPlugins](https://developer.mozilla.org/en/docs/Web/API/NavigatorPlugins) to Kotlin
 */
public external interface NavigatorPlugins {
val plugins: PluginArray
val mimeTypes: MimeTypeArray
fun javaEnabled(): Boolean
}

/**
 * Exposes the JavaScript [PluginArray](https://developer.mozilla.org/en/docs/Web/API/PluginArray) to Kotlin
 */
public external abstract class PluginArray : ItemArrayLike<Plugin> {
fun refresh(reload: Boolean = definedExternally)
override fun item(index: Int): Plugin?
fun namedItem(name: String): Plugin?
}

@kotlin.internal.InlineOnly
public inline operator fun PluginArray.get(index: Int): Plugin? = asDynamic()[index]

@kotlin.internal.InlineOnly
public inline operator fun PluginArray.get(name: String): Plugin? = asDynamic()[name]

/**
 * Exposes the JavaScript [MimeTypeArray](https://developer.mozilla.org/en/docs/Web/API/MimeTypeArray) to Kotlin
 */
public external abstract class MimeTypeArray : ItemArrayLike<MimeType> {
override fun item(index: Int): MimeType?
fun namedItem(name: String): MimeType?
}

@kotlin.internal.InlineOnly
public inline operator fun MimeTypeArray.get(index: Int): MimeType? = asDynamic()[index]

@kotlin.internal.InlineOnly
public inline operator fun MimeTypeArray.get(name: String): MimeType? = asDynamic()[name]

/**
 * Exposes the JavaScript [MimeType](https://developer.mozilla.org/en/docs/Web/API/MimeType) to Kotlin
 */
public external abstract class MimeType {
open val type: String
open val description: String
open val suffixes: String
open val enabledPlugin: Plugin
}

/**
 * Exposes the JavaScript [ImageBitmap](https://developer.mozilla.org/en/docs/Web/API/ImageBitmap) to Kotlin
 */
public external abstract class ImageBitmap : CanvasImageSource, TexImageSource {
open val width: Int
open val height: Int
fun close(): Unit
}

var imageOrientation: ImageOrientation? /* = ImageOrientation.NONE */

definedExternally
var premultiplyAlpha: PremultiplyAlpha? /* = PremultiplyAlpha.DEFAULT */
    get() =
definedExternally
    set(value) = definedExternally
var colorSpaceConversion: ColorSpaceConversion? /* = ColorSpaceConversion.DEFAULT */
    get() = definedExternally
    set(value) = definedExternally
var resizeWidth: Int?
    get() = definedExternally
    set(value) = definedExternally
var resizeHeight: Int?
    get() = definedExternally
    set(value) = definedExternally
var resizeQuality: ResizeQuality? /* = ResizeQuality.LOW */
    get() = definedExternally
    set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["imageOrientation"] = imageOrientation
    o["premultiplyAlpha"] = premultiplyAlpha
    o["colorSpaceConversion"] = colorSpaceConversion
    o["resizeWidth"] = resizeWidth
    o["resizeHeight"] = resizeHeight
    o["resizeQuality"] = resizeQuality
    return o
}

/**
 * Exposes the JavaScript
 */
public external open class MessageEvent(type: String, eventInitDict: MessageEventInit = definedExternally) : Event {
    open val data: Any?
    open val origin: String
    open val lastEventId: String
    open val source: UnionMessagePortOrWindowProxy?
    open val ports: Array<MessagePort>
    fun initMessageEvent(type: String, bubbles: Boolean, cancelable: Boolean, data: Any?, origin: String, lastEventId: String, source: UnionMessagePortOrWindowProxy?, ports: Array<MessagePort>)

    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }
}

public external interface MessageEventInit : EventInit {
    var data: Any? /* = null */
        get() = definedExternally
        set(value) = definedExternally
    var origin: String? /* = "" */
        get() = definedExternally
        set(value) = definedExternally
    var lastEventId: String? /* = "" */
        get() = definedExternally
        set(value) = definedExternally
    var source: UnionMessagePortOrWindowProxy? /* = null */
        get() = definedExternally
        set(value) = definedExternally
    var ports: Array<MessagePort>? /* = arrayOf() */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["data"] = data
    o["origin"] = origin
    o["lastEventId"] = lastEventId
    o["source"] = source
    o["ports"] = ports
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable
    o["composed"] = composed
    o["return"] = return
    /* Exposes the JavaScript
 */
    [EventSource](https://developer.mozilla.org/en/docs/Web/API/EventSource) to Kotlin*/public external open class EventSource(url: String, eventSourceInitDict: EventSourceInit = definedExternally) : EventTarget {
    open val url: String
    open val withCredentials: Boolean
    open val readyState: Short
    var onopen: ((Event) -> dynamic)?
    var onmessage: ((MessageEvent) -> dynamic)?
    var onerror: ((Event) -> dynamic)?
    fun close()

    companion object {
        val CONNECTING: Short
        val OPEN: Short
        val CLOSED: Short
    }
}

public external interface EventSourceInit {
    var withCredentials: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun EventSourceInit(withCredentials: Boolean? = false): EventSourceInit {
    val o = js("({})")
    o["withCredentials"] = withCredentials
    o["return"] = return
    /* Exposes the JavaScript
 } [WebSocket](https://developer.mozilla.org/en/docs/Web/API/WebSocket) to Kotlin*/public external open class WebSocket(url: String, protocols: dynamic = definedExternally) : EventTarget {
    open val url: String
    open val withCredentials: Boolean
    open val readyState: Short
    open val bufferedAmount: Number
    var onopen: ((Event) -> dynamic)?
    var onerror: ((Event) -> dynamic)?
    var onmessage: ((MessageEvent) -> dynamic)?
    var onclose: ((Event) -> dynamic)?
    var onopenval extensions: String
    open val protocol: String
    var binaryType: BinaryType
    fun close(code: Short)
    fun send(data: String)
    fun send(data: Blob)
send(data: ArrayBuffer) fun send(data: ArrayBufferView) companion object {
val CONNECTING: Short
val OPEN: Short
val CLOSING: Short
val CLOSED: Short

fun send(data: ArrayBuffer)
fun send(data: ArrayBufferView)

companion object {
val CONNECTING: Short
val OPEN: Short
val CLOSING: Short
val CLOSED: Short
}

/**
 * Exposes the JavaScript [CloseEvent](https://developer.mozilla.org/en/docs/Web/API/CloseEvent) to Kotlin
 */
open external class CloseEvent(type: String, eventInitDict: CloseEventInit = definedExternally) : Event {
val wasClean: Boolean
open val code: String
open val reason: String

companion object {
val NONE: Short
val CAPTURING_PHASE: Short
val AT_TARGET: Short
val BUBBLING_PHASE: Short
}

/**
 * Exposes the JavaScript [MessageChannel](https://developer.mozilla.org/en/docs/Web/API/MessageChannel) to Kotlin
 */
open external class MessageChannel {
open val port1: MessagePort
open val port2: MessagePort
}

/**
 * Exposes the JavaScript [MessagePort](https://developer.mozilla.org/en/docs/Web/API/MessagePort) to Kotlin
 */
abstract class MessagePort : EventTarget, UnionMessagePortOrWindowProxy, UnionMessagePortOrServiceWorker, UnionClientOrMessagePortOrServiceWorker {
open var onmessage: ((MessageEvent) -> dynamic)?
fun postMessage(message: Any?, transfer: Array<dynamic> = definedExternally)
fun start()
fun close()
}

/**
 * Exposes the JavaScript [BroadcastChannel](https://developer.mozilla.org/en/docs/Web/API/BroadcastChannel) to Kotlin
 */
open external class BroadcastChannel(name: String) : EventTarget {
open val name: String
var onmessage: ((MessageEvent) -> dynamic)?
fun postMessage(message: Any?)
fun close()
}

/**
 * Exposes the JavaScript [WorkerGlobalScope](https://developer.mozilla.org/en/docs/Web/API/WorkerGlobalScope) to Kotlin
 */
abstract class WorkerGlobalScope : EventTarget, WindowOrWorkerGlobalScope, GlobalPerformance {
open val self: WorkerGlobalScope
open val location: WorkerLocation
open val navigator: WorkerNavigator
open val onerror: ((dynamic, String, Int, Int, Any?) -> dynamic)?
open var onlanguagechange: ((Event) -> dynamic)?
open var onoffline: ((Event) -> dynamic)?
open var ononline: ((Event) -> dynamic)?
open var onrejectionhandled: ((Event) -> dynamic)?
open var onunhandledrejection: ((PromiseRejectionEvent) -> dynamic)?
fun importScripts(vararg urls: String)
}

/**
 * Exposes the JavaScript [AbstractWorker](https://developer.mozilla.org/en/docs/Web/API/AbstractWorker) to Kotlin
 */
interface AbstractWorker {
var onerror: ((Event) -> dynamic)?

fun get(): definedExternally
set(value) = definedExternally
}

/**
 * Exposes the JavaScript [Worker](https://developer.mozilla.org/en/docs/Web/API/Worker) to Kotlin
 */
open class Worker(scriptURL: String, options: WorkerOptions = definedExternally) : EventTarget, AbstractWorker {
open var onmessage: ((MessageEvent) -> dynamic)?
override var onerror: ((Event) -> dynamic)?
fun terminate()
fun postMessage(message: Any?, transfer: Array<dynamic> = definedExternally)
}

open interface WorkerOptions {
var type: WorkerType? /* = WorkerType.CLASSIC */

get() = definedExternally

val ELEMENT_NODE: Short
val ATTRIBUTE_NODE: Short
val TEXT_NODE: Short
val CDATA_SECTION_NODE: Short
val ENTITY_REFERENCE_NODE: Short
val ENTITY_NODE: Short
val PROCESSING_INSTRUCTION_NODE: Short
val COMMENT_NODE: Short
val DOCUMENT_NODE: Short
val DOCUMENT_TYPE_NODE: Short
val DOCUMENT_FRAGMENT_NODE: Short
val NOTATION_NODE: Short
val DOCUMENT_POSITION_DISCONNECTED: Short
val DOCUMENT_POSITION_PRECEDING: Short
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINS: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short
val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short

/**
 * Exposes the JavaScript
[HTMLMarqueeElement](https://developer.mozilla.org/en/docs/Web/API/HTMLMarqueeElement) to Kotlin
*/
public external abstract class HTMLMarqueeElement : HTMLElement {
    open var behavior: String
    open var bgColor: String
    open var direction: String
    open var height: String
    open var hspace: Int
    open var loop: Int
    open var scrollAmount: Int
    open var scrollDelay: Int
    open var trueSpeed: Boolean
    open var vspace: Int
    open var width: String
    open var onbounce: ((Event) -> dynamic)?
    open var onfinish: ((Event) -> dynamic)?
    open var onstart: ((Event) -> dynamic)?

    fun start()
    fun stop()

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript
[HTMLFrameSetElement](https://developer.mozilla.org/en/docs/Web/API/HTMLFrameSetElement) to Kotlin
*/
public external abstract class HTMLFrameSetElement : HTMLElement, WindowEventHandlers {
    open var cols: String
    open var rows: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

public external abstract class HTMLFrameElement : HTMLElement {
    open var name: String
    open var scrolling: String
    open var src: String
    open var frameborder: String
    open var longDesc: String
    open var noResize: Boolean
    open val contentDocument: Document?
    open val contentWindow: Window?
    open var marginHeight: String
    open var marginWidth: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }

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public external abstract class HTMLDirectoryElement : HTMLElement {
    open var compact: Boolean

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [HTMLFontElement](https://developer.mozilla.org/en/docs/Web/API/HTMLFontElement) to Kotlin
 */
public external abstract class HTMLFontElement : HTMLElement {
    open var color: String
    open var face: String
    open var size: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

public external interface External {
    fun AddSearchProvider()
    fun IsSearchProviderInstalled()
}

public external interface EventInit {
    var bubbles: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var cancelable: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var composed: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun EventInit(bubbles: Boolean? = false,
cancelable: Boolean? = false, composed: Boolean? = false): EventInit {
    val o = js("({})")
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable
    o["composed"] = composed
    return o
}

/**
 * Exposes the JavaScript [CustomEvent](https://developer.mozilla.org/en/docs/Web/API/CustomEvent) to Kotlin
 */
public external open class CustomEvent(type: String, eventInitDict: CustomEventInit = definedExternally) : Event {
    open val detail: Any?
    fun initCustomEvent(type: String, bubbles: Boolean, cancelable: Boolean, detail: Any?)

    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }
}

public external interface CustomEventInit : EventInit {
    var detail: Any? /* = null */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun CustomEventInit(detail: Any? = null,
    val o = js("({})")
    o["detail"] = detail
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable
    o["composed"] = composed
    return o
}

public external interface EventListenerOptions {
    var capture: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun EventListenerOptions(capture: Boolean? = false): EventListenerOptions {
    val o = js("({})")
    o["capture"] = capture
    return o
}

public external interface AddEventListenerOptions : EventListenerOptions {
    var passive: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var once: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun AddEventListenerOptions(passive: Boolean? = false,
once: Boolean? = false, capture: Boolean? = false): AddEventListenerOptions {
    val o = js("({})")
    o["passive"] = passive
    o["once"] = once
    return o
}
abstract class MutationRecord {
    open val type: String
    open val target: Node
    open val addedNodes: NodeList
    open val removedNodes: NodeList
    open val previousSibling: Node?
    open val nextSibling: Node?
    open val attributeName: String?
    open val attributeNamespace: String?
    open val oldValue: String?
}

/**
 * Exposes the JavaScript [Node](https://developer.mozilla.org/en/docs/Web/API/Node) to Kotlin
 */
public external abstract class Node : EventTarget {
    open val nodeType: Short
    open val nodeName: String
    open val baseURI: String
    open val isConnected: Boolean
    open val ownerDocument: Document
    open val parentNode: Node
    open val parentElement: Element
    open val childNodes: NodeList
    open val firstChild: Node?
    open val lastChild: Node?
    open val previousSibling: Node?
    open val nextSibling: Node?
    open var nodeValue: String?
    open var textContent: String?
    fun getRootNode(options: GetRootNodeOptions = definedExternally): Node
    fun hasChildNodes(): Boolean
    fun normalize()
    fun cloneNode(deep: Boolean = definedExternally): Node
    fun isEqualNode(otherNode: Node?): Boolean
    fun isSameNode(otherNode: Node?): Boolean
    fun compareDocumentPosition(other: Node): Short
    fun contains(other: Node?): Boolean
    fun lookupPrefix(namespace: String?): String
    fun lookupNamespaceURI(preferredNamespace: String?): String
    fun insertBefore(node: Node, child: Node?): Node
    fun appendChild(node: Node): Node
    fun replaceChild(node: Node, child: Node?): Node
    fun removeChild(child: Node): Node

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

public external interface GetRootNodeOptions {
    var composed: Boolean? /* = false */
    fun get() = definedExternally
    fun set(value) = definedExternally
}

/**
 * Exposes the JavaScript [Document](https://developer.mozilla.org/en/docs/Web/API/Document) to Kotlin
 */
    open val implementation: DOMImplementation
    open val URL: String
    open val documentURI: String
    open val origin: String
    open val compatMode: String
    open val characterSet: String
    open val charset: String
    open val inputEncoding: String
    open val contentType: String
    open val doctype: DocumentType?
    open val documentElement: Element?
    open val location: Location?
    var domain: String
    var referrer: String
    var cookie: String
    open val lastModified: String
    open val readyState: DocumentReadyState
    var title: String
    var dir: String
    var body: HTMLElement?
    open val head: HTMLHeadElement?
    open val images: HTMLCollection
    open val embeds: HTMLCollection
    open val plugins: HTMLCollection
    open val links: HTMLCollection
    open val forms: HTMLCollection
    open val scripts: HTMLCollection
    open val currentScript: HTMLOrSVGScriptElement?
    open val defaultView: Window?
    open val activeElement: Element?
    open val location: Location?
    var domain: String
    var referrer: String
    var cookie: String
    var title: String
    var dir: String
    var body: HTMLElement?
    open val head: HTMLHeadElement?
    open val images: HTMLCollection
    open val embeds: HTMLCollection
    open val plugins: HTMLCollection
    open val links: HTMLCollection
    open val forms: HTMLCollection
    open val scripts: HTMLCollection
    open val currentScript: HTMLOrSVGScriptElement?
    open val defaultView: Window?
    open val activeElement: Element?
    open val location: Location?
    var domain: String
    var referrer: String
    var cookie: String
    var title: String
    var dir: String
    var body: HTMLElement?
definedExternally
}

@kotlin.internal.InlineOnly
public inline fun ElementCreationOptions(`is`: String? = undefined): ElementCreationOptions {
    val o = js("({})")
    o[`is`] = `is`
    return o
}

/**
 * Exposes the JavaScript [DOMImplementation](https://developer.mozilla.org/en/docs/Web/API/DOMImplementation) to Kotlin
 */
public external abstract class DOMImplementation {
    fun createDocumentType(qualifiedName: String, publicId: String, systemId: String): DocumentType
    fun createDocument(namespace: String?, qualifiedName: String, doctype: DocumentType? = definedExternally): XMLDocument
    fun createHTMLDocument(title: String = definedExternally): Document
    fun hasFeature(): Boolean
}

/**
 * Exposes the JavaScript [DocumentType](https://developer.mozilla.org/en/docs/Web/API/DocumentType) to Kotlin
 */
public external abstract class DocumentType : Node, ChildNode {
    open val name: String
    open val publicId: String
    open val systemId: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [DocumentFragment](https://developer.mozilla.org/en/docs/Web/API/DocumentFragment) to Kotlin
 */
public external open class DocumentFragment : Node, NonElementParentNode, ParentNode {
    override val children: HTMLCollection
    override val firstElementChild: Element?
    override val lastElementChild: Element?

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [ShadowRoot](https://developer.mozilla.org/en/docs/Web/API/ShadowRoot) to Kotlin
 */
public external open class ShadowRoot : DocumentFragment, DocumentOrShadowRoot {
    open val mode: ShadowRootMode
    open val host: Element

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [Element](https://developer.mozilla.org/en/docs/Web/API/Element) to Kotlin
 */
public external abstract class Element : Node, ParentNode, NonDocumentTypeChildNode, ChildNode, Slotable, GeometryUtils,
UnionElementOrHTMLCollection, UnionElementOrRadioNodeList, UnionElementOrMouseEvent,
UnionElementOrProcessingInstruction {
    open val namespaceURI: String?
    open val prefix: String?
    open val localName: String
    open val tagName: String
    open var id: String
    open var className: String
    open val classList: DOMTokenList
    open var slot: String
    open val attributes: NamedNodeMap
    open val shadowRoot: ShadowRoot?
    open var scrollTop: Double
    open var scrollLeft: Double
    open val scrollWidth: Int
    open val scrollHeight: Int
    open val clientTop: Int
    open val clientLeft: Int
    open val clientWidth: Int
    open val clientHeight: Int
    open var innerHTML: String
    open var outerHTML: String
    fun hasAttributes(): Boolean
    fun getAttributeNames(): Array<String>
    fun getAttribute(qualifiedName: String): String?
    fun getAttributeNS(namespace: String?, localName: String): String?
    fun setAttribute(qualifiedName: String, value: String)
    fun setAttributeNS(namespace: String?, qualifiedName: String, value: String)
    fun removeAttribute(qualifiedName: String)
    fun removeAttributeNS(namespace: String?, localName: String)
    fun hasAttribute(qualifiedName: String): Boolean
    fun hasAttributeNS(namespace: String?, localName: String): Boolean
    fun getAttributeNode(qualifiedName: String): Attr?
    fun getAttributeNodeNS(namespace: String?, localName: String): Attr?
    fun setAttributeNode(attr: Attr): Attr?
    fun setAttributeNodeNS(attr: Attr): Attr?
    fun removeAttributeNode(attr: Attr): Attr
    fun attachShadow(init: ShadowRootInit): ShadowRoot?
    fun closest(selectors: String): Element?
    fun matches(selectors: String): Boolean
    fun webkitMatchesSelector(selectors: String): Boolean
    fun getElementsByTagName(qualifiedName: String): HTMLCollection?
    fun getElementsByTagNameNS(namespace: String?, localName: String): HTMLCollection?
    fun getElementsByClassName(classNames: String): HTMLCollection?
    fun insertAdjacentElement(where: String, element: Element): Element?
    fun insertAdjacentText(where: String, data: String)
    fun getClientRects(): Array<DOMRect>
    fun getBoundingClientRect(): DOMRect
    fun scrollIntoView()
    fun scrollIntoView(arg: dynamic)
    fun scroll(options: ScrollToOptions = definedExternally)
    fun scroll(x: Double, y: Double)
    fun scrollTo(options: ScrollToOptions = definedExternally)
    fun scrollTo(x: Double, y: Double)
    fun scrollBy(options: ScrollToOptions = definedExternally)
    fun scrollBy(x: Double, y: Double)
    fun insertAdjacentHTML(position: String, text: String)
    fun setPointerCapture(pointerId: Int)
    fun releasePointerCapture(pointerId: Int)
    fun hasPointerCapture(pointerId: Int): Boolean
    fun requestFullscreen(): Promise<Unit>
}

companion object {
    val ELEMENT_NODE: Short
    val ATTRIBUTE_NODE: Short
    val TEXT_NODE: Short
    val CDATA_SECTION_NODE: Short
    val ENTITY_REFERENCE_NODE: Short
    val ENTITY_NODE: Short
    val PROCESSING_INSTRUCTION_NODE: Short
    val COMMENT_NODE: Short
    val DOCUMENT_NODE: Short
    val DOCUMENT_TYPE_NODE: Short
    val DOCUMENT_FRAGMENT_NODE: Short
    val DOCUMENT_POSITION_DISCONNECTED: Short
    val DOCUMENT_POSITION_PRECEDING: Short
    val DOCUMENT_POSITION_FOLLOWING: Short
    val DOCUMENT_POSITION_CONTAINS: Short
    val DOCUMENT_POSITION_CONTAINED_BY: Short
    val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
}

public external interface ShadowRootInit {
    var mode: ShadowRootMode?
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun ShadowRootInit(mode: ShadowRootMode?): ShadowRootInit {
    val o = js("({})")
    o["mode"] = mode
    return o
}

/**
 * Exposes the JavaScript [NamedNodeMap](https://developer.mozilla.org/en/docs/Web/API/NamedNodeMap) to
 * Kotlin
 */
public external abstract class NamedNodeMap : ItemArrayLike<Attr> {
    fun getNamedItemNS(namespace: String?, localName: String): Attr?
    fun setNamedItem(attr: Attr): Attr?
    fun setNamedItemNS(attr: Attr): Attr?
    fun removeNamedItem(qualifiedName: String): Attr?
    fun removeNamedItemNS(namespace: String?, localName: String): Attr?
    override fun item(index: Int): Attr?
    fun getNamedItem(qualifiedName: String): Attr?
}

@kotlin.internal.InlineOnly
public inline operator fun NamedNodeMap.get(index: Int): Attr? = asDynamic()[index]

/**
 * Exposes the
 */

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JavaScript [Attr](https://developer.mozilla.org/en/docs/Web/API/Attr) to Kotlin

```kotlin
/**
 * Exposes the JavaScript [Attr](https://developer.mozilla.org/en/docs/Web/API/Attr) to Kotlin
 */
public external abstract class Attr : Node {
    open val namespaceURI: String?
    open val prefix: String?
    open val localName: String
    open val name: String
    open var value: String
    open val ownerElement: Element?
    open val specified: Boolean

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}
```

```kotlin
/**
 * Exposes the JavaScript [CharacterData](https://developer.mozilla.org/en/docs/Web/API/CharacterData) to Kotlin
 */
public external abstract class CharacterData : Node, NonDocumentTypeChildNode, ChildNode {
    open var data: String
    open val length: Int
    fun substringData(offset: Int, count: Int): String
    fun appendData(data: String)
    fun insertData(offset: Int, data: String)
    fun deleteData(offset: Int, count: Int)
    fun replaceData(offset: Int, count: Int, data: String)

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}
```

```kotlin
/**
 * Exposes the JavaScript [Text](https://developer.mozilla.org/en/docs/Web/API/Text) to Kotlin
 */
public external open class Text(data: String = definedExternally) : CharacterData, Slotable, GeometryUtils {
    open val wholeText: String
    override val assignedSlot: HTMLSlotElement?
    override val previousElementSibling: Element?
    override val nextElementSibling: Element?
    fun splitText(offset: Int): Text
    override fun getBoxQuads(options: BoxQuadOptions /* = definedExternally */): Array<DOMQuad>
    override fun convertQuadFromNode(quad: dynamic, from: dynamic, options: ConvertCoordinateOptions /* = definedExternally */): DOMQuad
    override fun convertRectFromNode(rect: DOMRectReadOnly, from: dynamic, options: ConvertCoordinateOptions /* = definedExternally */): DOMQuad
    override fun convertPointFromNode(point: DOMPointInit, from: dynamic, options: ConvertCoordinateOptions /* = definedExternally */): DOMPoint
    override fun before(vararg nodes: dynamic)
    override fun after(vararg nodes: dynamic)
    override fun replaceWith(vararg nodes: dynamic)

    override fun remove()

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}
```

```kotlin
/**
 * Exposes the JavaScript [CDATASection](https://developer.mozilla.org/en/docs/Web/API/CDATASection) to Kotlin
 */
public external open class CDATASection : Text {
    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
    }
}
Double
open val y: Double
open val width: Double
open val height: Double
open val top: Double
open val right: Double
open val bottom: Double
open val left: Double

open var x: Double
    get() = definedExternally
    set(value) = definedExternally
open var y: Double
    get() = definedExternally
    set(value) = definedExternally
open var width: Double
    get() = definedExternally
    set(value) = definedExternally
open var height: Double
    get() = definedExternally
    set(value) = definedExternally
open var var height: Double
    get() = definedExternally
    set(value) = definedExternally

DOMRectInit { x: Double? = 0.0, y: Double? = 0.0, width: Double? = 0.0, height: Double? = 0.0, top: Double? = 0.0, right: Double? = 0.0, bottom: Double? = 0.0, left: Double? = 0.0 }

public external interface DOMRectInit {
    var x: Double? /* = 0.0 */
        get() = definedExternally
        set(value) = definedExternally
    var y: Double? /* = 0.0 */
        get() = definedExternally
        set(value) = definedExternally
    var width: Double? /* = 0.0 */
        get() = definedExternally
        set(value) = definedExternally
    var height: Double? /* = 0.0 */
        get() = definedExternally
        set(value) = definedExternally
}

public external interface DOMRectList : ItemArrayLike<DOMRect> {
    override fun item(index: Int): DOMRect?
}

@kotlin.internal.InlineOnly
public inline fun DOMRectInit(x: Double? = 0.0, y: Double? = 0.0, width: Double? = 0.0, height: Double? = 0.0): DOMRectInit {
    val o = js("({})")
    o["x"] = x
    o["y"] = y
    o["width"] = width
    o["height"] = height
    return o
}

public external interface DOMQuad {
    constructor(p1: DOMPointInit = definedExternally, p2: DOMPointInit = definedExternally, p3: DOMPointInit = definedExternally, p4: DOMPointInit = definedExternally)
    constructor(rect: DOMRectInit)

    open val p1: DOMPoint
    open val p2: DOMPoint
    open val p3: DOMPoint
    open val p4: DOMPoint

    open val bounds: DOMRectReadOnly
}

/**
 * Exposes the JavaScript [DOMQuad](https://developer.mozilla.org/en/docs/Web/API/DOMQuad) to Kotlin
 */
public external open class DOMQuad {
    constructor(p1: DOMPointInit = definedExternally, p2: DOMPointInit = definedExternally, p3: DOMPointInit = definedExternally, p4: DOMPointInit = definedExternally)
    constructor(rect: DOMRectInit)

    open val p1: DOMPoint
    open val p2: DOMPoint
    open val p3: DOMPoint
    open val p4: DOMPoint

    open val bounds: DOMRectReadOnly
}

/**
 * Exposes the JavaScript [DOMQuad](https://developer.mozilla.org/en/docs/Web/API/DOMQuad) to Kotlin
 */
public external open class DOMMatrixReadOnly(numberSequence: Array<Double>) {
    open val a: Double
    open val b: Double
    open val c: Double
    open val d: Double
    open val e: Double
    open val f: Double
    open val m11: Double
    open val m12: Double
    open val m13: Double
    open val m14: Double
    open val m21: Double
    open val m22: Double
    open val m23: Double
    open val m24: Double
    open val m31: Double
    open val m32: Double
    open val m33: Double
    open val m34: Double
    open val m41: Double
    open val m42: Double
    open val m43: Double
    open val m44: Double
    open val is2D: Boolean
    open val isIdentity: Boolean
    fun translate(tx: Double, ty: Double, tz: Double = definedExternally): DOMMatrix
    fun scale(scale: Double, originX: Double = definedExternally, originY: Double = definedExternally): DOMMatrix
    fun scale3d(scale: Double, originX: Double = definedExternally, originY: Double = definedExternally, originZ: Double = definedExternally): DOMMatrix
    fun scaleNonUniform(scaleX: Double, scaleY: Double = definedExternally, scaleZ: Double = definedExternally): DOMMatrix
    fun rotate(angle: Double, originX: Double = definedExternally, originY: Double = definedExternally): DOMMatrix
    fun rotateFromVector(x: Double, y: Double): DOMMatrix
    fun rotateAxisAngle(x: Double, y: Double, z: Double): DOMMatrix
    fun skewX(sx: Double): DOMMatrix
    fun skewY(sy: Double): DOMMatrix
    fun float32Array(): Float32Array
    fun float64Array(): Float64Array
}

/**
 * Exposes the JavaScript [DOMMatrix](https://developer.mozilla.org/en/docs/Web/API/DOMMatrix) to Kotlin
 */
public external open class DOMMatrix() : DOMMatrixReadOnly {
    constructor(transformList: String)
    constructor(other: DOMMatrixReadOnly)
    constructor(array32: Float32Array)
    constructor(array64: Float64Array)
    constructor(numberSequence: Array<Double>)

    override var a: Double
    override var b: Double
    override var c: Double
    override var d: Double
    override var e: Double
    override var f: Double
    override var m11: Double
    override var m12: Double
    override var m13: Double
    override var m14: Double
    override var m21: Double
    override var m22: Double
    override var m23: Double
    override var m24: Double
    override var m31: Double
    override var m32: Double
    override var m33: Double
    override var m34: Double
    override var m41: Double
    override var m42: Double
    override var m43: Double
    override var m44: Double

    fun multiplySelf(other: DOMMatrix): DOMMatrix
    fun preMultiplySelf(other: DOMMatrix): DOMMatrix
    fun translateSelf(tx: Double, ty: Double, tz: Double = definedExternally): DOMMatrix
    fun scaleSelf(scale: Double, originX: Double = definedExternally, originY: Double = definedExternally): DOMMatrix
    fun scaleNonUniformSelf(scaleX: Double, scaleY: Double = definedExternally, scaleZ: Double = definedExternally): DOMMatrix
    fun rotateSelf(angle: Double, originX: Double = definedExternally, originY: Double = definedExternally): DOMMatrix
    fun rotateFromVectorSelf(x: Double, y: Double): DOMMatrix
    fun rotateAxisAngleSelf(x: Double, y: Double, z: Double): DOMMatrix
    fun skewXSelf(sx: Double): DOMMatrix
    fun skewYSelf(sy: Double): DOMMatrix
    fun float32ArraySelf(): Float32Array
    fun float64ArraySelf(): Float64Array
}
fun scale3dSelf(scale: Double, originX: Double = definedExternally, originY: Double = definedExternally, originZ: Double = definedExternally): DOMMatrix
fun scaleNonUniformSelf(scaleX: Double, scaleY: Double = definedExternally, originX: Double = definedExternally, originY: Double = definedExternally, originZ: Double = definedExternally): DOMMatrix
fun rotateSelf(angle: Double, originX: Double = definedExternally, originY: Double = definedExternally, originZ: Double = definedExternally): DOMMatrix
fun rotateFromVectorSelf(axis: Vector3d, origin: Vector3d = definedExternally): DOMMatrix
fun invertSelf(): DOMMatrix
fun setMatrixValue(transformList: String): DOMMatrix

public external interface ScrollOptions {
    var behavior: ScrollBehavior? /* = ScrollBehavior.AUTO */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun ScrollOptions(behavior: ScrollBehavior? = ScrollBehavior.AUTO): ScrollOptions {
    val o = js("({})")
    o["behavior"] = behavior
    return o
}

/**
 * Exposes the JavaScript [ScrollToOptions](https://developer.mozilla.org/en/docs/Web/API/ScrollToOptions) to Kotlin
 */
public external interface ScrollToOptions : ScrollOptions {
    var left: Double?
        get() = definedExternally
        set(value) = definedExternally
    var top: Double?
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["left"] = left
    o["top"] = top
    o["behavior"] = behavior
    return o
}

/**
 * Exposes the JavaScript [MediaQueryList](https://developer.mozilla.org/en/docs/Web/API/MediaQueryList) to Kotlin
 */
public external abstract class MediaQueryList : EventTarget {
    open val media: String
    open val matches: Boolean
    open var onchange: ((Event) -> dynamic)?
    fun addListener(listener: EventListener?)
    fun addListener(listener: ((Event) -> Unit)?)
    fun removeListener(listener: EventListener?)
    fun removeListener(listener: ((Event) -> Unit)?)
}

/**
 * Exposes the JavaScript [MediaQueryListEvent](https://developer.mozilla.org/en/docs/Web/API/MediaQueryListEvent) to Kotlin
 */
public external open class MediaQueryListEvent(type: String, eventInitDict: MediaQueryListEventInit = definedExternally) : Event {
    open val media: String
    open val matches: Boolean

    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }
}

public external interface MediaQueryListEventInit : EventInit {
    var media: String? /* = "" */
        get() = definedExternally
        set(value) = definedExternally
    var matches: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["media"] = media
    o["matches"] = matches
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable
    o["composed"] = composed
    return o
}

/**
 * Exposes the JavaScript [Screen](https://developer.mozilla.org/en/docs/Web/API/Screen) to Kotlin
 */
public external abstract class Screen {
    open val availWidth: Int
    open val availHeight: Int
    open val width: Int
    open val height: Int
    open val colorDepth: Int
    open val pixelDepth: Int
}

/**
 * Exposes the JavaScript [CaretPosition](https://developer.mozilla.org/en/docs/Web/API/CaretPosition) to Kotlin
 */
public external abstract class CaretPosition {
    open val offsetNode: Node
    open val offset: Int
    fun getClientRect(): DOMRect?
}

public external interface ScrollIntoViewOptions : ScrollOptions {
    var block: ScrollLogicalPosition? /* = ScrollLogicalPosition.CENTER */
        get() = definedExternally
        set(value) = definedExternally
    var inline: ScrollLogicalPosition? /* = ScrollLogicalPosition.CENTER */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["block"] = block
    o["inline"] = inline
    o["behavior"] = behavior
    return o
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["block"] = block
    o["inline"] = inline
    o["behavior"] = behavior
    return o
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["block"] = block
    o["inline"] = inline
    o["behavior"] = behavior
    return o
}
`Open Source Used In DNAC Platform Frey 6074`
CanvasTextAlign.get() = "end".asDynamic().unsafeCast<CanvasTextAlign>().public inline val
CanvasTextAlign.Companion.LEFT: CanvasTextAlign get() = "left".asDynamic().unsafeCast<CanvasTextAlign>().public inline val
CanvasTextAlign.Companion.RIGHT: CanvasTextAlign get() = "right".asDynamic().unsafeCast<CanvasTextAlign>().public inline val
CanvasTextAlign.Companion.CENTER: CanvasTextAlign get() = "center".asDynamic().unsafeCast<CanvasTextAlign>().
/* please, don't implement this interface!
*\n@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")\n*/
public external interface
CanvasTextBaseline {
    companion object
}

CanvasTextBaseline.Companion.TOP: CanvasTextBaseline get() = "top".asDynamic().unsafeCast<CanvasTextBaseline>().public inline val
CanvasTextBaseline.Companion.HANGING: CanvasTextBaseline get() = "hanging".asDynamic().unsafeCast<CanvasTextBaseline>().public inline val
CanvasTextBaseline.Companion.MIDDLE: CanvasTextBaseline get() = "middle".asDynamic().unsafeCast<CanvasTextBaseline>().public inline val
CanvasTextBaseline.Companion.ALPHABETIC: CanvasTextBaseline get() = "alphabetic".asDynamic().unsafeCast<CanvasTextBaseline>().public inline val
CanvasTextBaseline.Companion.IDEOGRAPHIC: CanvasTextBaseline get() = "ideographic".asDynamic().unsafeCast<CanvasTextBaseline>().public inline val
CanvasTextBaseline.Companion.BOTTOM: CanvasTextBaseline get() = "bottom".asDynamic().unsafeCast<CanvasTextBaseline>().\n/* please, don't implement this interface!
*\n@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")\n*/
public external interface
CanvasDirection {
    companion object
}

CanvasDirection.Companion.LTR: CanvasDirection get() = "ltr".asDynamic().unsafeCast<CanvasDirection>().public inline val
CanvasDirection.Companion.RTL: CanvasDirection get() = "rtl".asDynamic().unsafeCast<CanvasDirection>().public inline val
CanvasDirection.Companion.INHERIT: CanvasDirection get() = "inherit".asDynamic().unsafeCast<CanvasDirection>().\n/* please, don't implement this interface!
*\n@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")\n*/
public external interface
ScrollRestoration {
    companion object
}

ScrollRestoration.Companion.AUTO: ScrollRestoration get() = "auto".asDynamic().unsafeCast<ScrollRestoration>().public inline val
ScrollRestoration.Companion.MANUAL: ScrollRestoration get() = "manual".asDynamic().unsafeCast<ScrollRestoration>().\n/* please, don't implement this interface!
*\n@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")\n*/
public external interface
ImageOrientation {
    companion object
}

ImageOrientation.Companion.FLIPY: ImageOrientation get() = "flipY".asDynamic().unsafeCast<ImageOrientation>().\n/* please, don't implement this interface!
*\n@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")\n*/
public external interface
PremultiplyAlpha {
    companion object
}

PremultiplyAlpha.Companion.NONE: PremultiplyAlpha get() = "none".asDynamic().unsafeCast<PremultiplyAlpha>().public inline val
PremultiplyAlpha.Companion.PREMULTIPLY: PremultiplyAlpha get() = "premultiply".asDynamic().unsafeCast<PremultiplyAlpha>().\n/* please, don't implement this interface!
*\n@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")\n*/
public external interface
ColorSpaceConversion {
    companion object
}

ColorSpaceConversion.Companion.NONE: ColorSpaceConversion get() = "none".asDynamic().unsafeCast<ColorSpaceConversion>().public inline val
ColorSpaceConversion.Companion.DEFAULT: ColorSpaceConversion get() = "default".asDynamic().unsafeCast<ColorSpaceConversion>().\n/* please, don't implement this interface!
*\n@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")\n*/
public external interface
ResizeQuality {
    companion object
}

ResizeQuality.Companion.PIXELATED: ResizeQuality get() = "pixelated".asDynamic().unsafeCast<ResizeQuality>().public inline val
ResizeQuality.Companion.DEFAULT: ResizeQuality get() = "default".asDynamic().unsafeCast<ResizeQuality>().\n/* please, don't implement this interface!
*\n@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")\n*/
[Headers](https://developer.mozilla.org/en/docs/Web/API/Headers) to Kotlin

```kotlin
public external open class Headers(init: dynamic = definedExternally) {
    fun append(name: String, value: String)
    fun delete(name: String)
    fun get(name: String): String?
    fun has(name: String): Boolean
    fun set(name: String, value: String)
}
```

`Body` to Kotlin

```kotlin
public external open class Request(input: dynamic, init: RequestInit = definedExternally) : Body {
    open val method: String
    open val url: String
    open val headers: Headers
    open val type: RequestType
    open val destination: RequestDestination
    open val referrer: String
    open val referrerPolicy: dynamic
    open val mode: RequestMode
    open val credentials: RequestCredentials
    open val cache: RequestCache
    open val redirect: RequestRedirect
    open val integrity: String
    open val keepalive: Boolean
    override val bodyUsed: Boolean
    fun clone(): Request
    override fun arrayBuffer(): Promise<ArrayBuffer>
    override fun blob(): Promise<Blob>
    override fun formData(): Promise<FormData>
    override fun json(): Promise<Any?>
    override fun text(): Promise<String>
}
```

`Response` to Kotlin

```kotlin
public external open class Response(body: dynamic = definedExternally, init: ResponseInit = definedExternally) : Body {
    open val type: ResponseType
    open val url: String
    open val redirected: Boolean
    open val status: Short
    open val ok: Boolean
    open val statusText: String
    open val headers: Headers
    open val body: dynamic
    open val trailer: Promise<Headers>
    override val bodyUsed: Boolean
    fun clone(): Response
    override fun arrayBuffer(): Promise<ArrayBuffer>
    override fun blob(): Promise<Blob>
    override fun formData(): Promise<FormData>
    override fun json(): Promise<Any?>
    override fun text(): Promise<String>
}
```

`RequestInit` to Kotlin

```kotlin
public external interface RequestInit {
    var method: String?
    var headers: dynamic
    var body: dynamic
    var referrer: String?
    var referrerPolicy: dynamic
    var mode: RequestMode?
    var credentials: RequestCredentials?
    var cache: RequestCache?
    var redirect: RequestRedirect?
    var integrity: String?
    var keepalive: Boolean?
    var window: Any?
}
```

Response Init

```kotlin
    val o = js("({})")
    o["method"] = method
    o["headers"] = headers
    o["body"] = body
    o["referrer"] = referrer
    o["referrerPolicy"] = referrerPolicy
    o["mode"] = mode
    o["credentials"] = credentials
    o["cache"] = cache
    o["redirect"] = redirect
    o["integrity"] = integrity
    o["keepalive"] = keepalive
    o["window"] = window
    return o
}
```

Response Error

```kotlin
fun error(): Response
fun redirect(url: String, status: Short = definedExternally): Response
```
statusText: String? = "OK", headers: dynamic = undefined): ResponseInit {
    val o = js("({})")
    o["status"] = status
    o["statusText"] = statusText
    o["headers"] = headers
    return o
}

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface RequestType {
    companion object
}

public inline val RequestType.Companion.EMPTY: RequestType get() = "".asDynamic().unsafeCast<RequestType>()

public inline val RequestType.Companion.AUDIO: RequestType get() = "audio".asDynamic().unsafeCast<RequestType>()

public inline val RequestType.Companion.FONT: RequestType get() = "font".asDynamic().unsafeCast<RequestType>()

public inline val RequestType.Companion.IMAGE: RequestType get() = "image".asDynamic().unsafeCast<RequestType>()

public inline val RequestType.Companion.SCRIPT: RequestType get() = "script".asDynamic().unsafeCast<RequestType>()

public inline val RequestType.Companion.STYLE: RequestType get() = "style".asDynamic().unsafeCast<RequestType>()

public inline val RequestType.Companion.TRACK: RequestType get() = "track".asDynamic().unsafeCast<RequestType>()

public inline val RequestType.Companion.VIDEO: RequestType get() = "video".asDynamic().unsafeCast<RequestType>()

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface RequestDestination {
    companion object
}

public inline val RequestDestination.Companion.EMPTY: RequestDestination get() = "".asDynamic().unsafeCast<RequestDestination>()

public inline val RequestDestination.Companion.DOCUMENT: RequestDestination get() = "document".asDynamic().unsafeCast<RequestDestination>()

public inline val RequestDestination.Companion.EMBED: RequestDestination get() = "embed".asDynamic().unsafeCast<RequestDestination>()

public inline val RequestDestination.Companion.FONT: RequestDestination get() = "font".asDynamic().unsafeCast<RequestDestination>()

public inline val RequestDestination.Companion.IMAGE: RequestDestination get() = "image".asDynamic().unsafeCast<RequestDestination>()

public inline val RequestDestination.Companion.MANIFEST: RequestDestination get() = "manifest".asDynamic().unsafeCast<RequestDestination>()

public inline val RequestDestination.Companion.MEDIA: RequestDestination get() = "media".asDynamic().unsafeCast<RequestDestination>()

public inline val RequestDestination.Companion.OBJECT: RequestDestination get() = "object".asDynamic().unsafeCast<RequestDestination>()

public inline val RequestDestination.Companion.REPORT: RequestDestination get() = "report".asDynamic().unsafeCast<RequestDestination>()

public inline val RequestDestination.Companion.SERVICEWORKER: RequestDestination get() = "serviceworker".asDynamic().unsafeCast<RequestDestination>()

public inline val RequestDestination.Companion.SHAREDWORKER: RequestDestination get() = "sharedworker".asDynamic().unsafeCast<RequestDestination>()

public inline val RequestDestination.Companion.STYLE: RequestDestination get() = "style".asDynamic().unsafeCast<RequestDestination>()

public inline val RequestDestination.Companion.WORKER: RequestDestination get() = "worker".asDynamic().unsafeCast<RequestDestination>()

public inline val RequestDestination.Companion.XSLT: RequestDestination get() = "xslt".asDynamic().unsafeCast<RequestDestination>()

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface RequestMode {
    companion object
}

public inline val RequestMode.Companion.NAVIGATE: RequestMode get() = "navigate".asDynamic().unsafeCast<RequestMode>()
\"navigate\".asDynamic().unsafeCast<RequestMode>().\n\npublic inline val RequestMode.Companion.SAME_ORIGIN: RequestMode get() = \"same-origin\".asDynamic().unsafeCast<RequestMode>().\n\npublic inline val RequestMode.Companion.NO_CORS: RequestMode get() = \"no-cors\".asDynamic().unsafeCast<RequestMode>().\n\npublic inline val RequestMode.Companion.CORS: RequestMode get() = \"cors\".asDynamic().unsafeCast<RequestMode>().\n
please, don't implement this interface!

*An@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")\n\npublic external interface RequestCredentials {\n companion object\n} \n\n\npublic inline val RequestCredentials.Companion.OMIT: RequestCredentials get() = \"omit\".asDynamic().unsafeCast<RequestCredentials>().\n\npublic inline val RequestCredentials.Companion.SAME_ORIGIN: RequestCredentials get() = \"same-origin\".asDynamic().unsafeCast<RequestCredentials>().\n\npublic inline val RequestCredentials.Companion.INCLUDE: RequestCredentials get() = \"include\".asDynamic().unsafeCast<RequestCredentials>().\n
please, don't implement this interface!

*An@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")\n\npublic external interface RequestCache {\n companion object\n} \n\n\npublic inline val RequestCache.Companion.DEFAULT: RequestCache get() = \"default\".asDynamic().unsafeCast<RequestCache>().\n\n\npublic inline val RequestCache.Companion.NO_STORE: RequestCache get() = \"no-store\".asDynamic().unsafeCast<RequestCache>().\n\n\npublic inline val RequestCache.Companion.RELOAD: RequestCache get() = \"reload\".asDynamic().unsafeCast<RequestCache>().\n\n\npublic inline val RequestCache.Companion.FORCE_CACHE: RequestCache get() = \"force-cache\".asDynamic().unsafeCast<RequestCache>().\n\n\n\nplease, don't implement this interface!

*An@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")\n\npublic external interface RequestRedirect {\n companion object\n} \n\n\npublic inline val RequestRedirect.Companion.FOLLOW: RequestRedirect get() = \"follow\".asDynamic().unsafeCast<RequestRedirect>().\n\n\npublic inline val RequestRedirect.Companion.ERROR: RequestRedirect get() = \"error\".asDynamic().unsafeCast<RequestRedirect>().\n\n\nplease, don't implement this interface!

*An@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")\n\npublic external interface ResponseType {\n companion object\n} \n\n\npublic inline val ResponseType.Companion.BASIC: ResponseType get() = \"basic\".asDynamic().unsafeCast<ResponseType>().\n\n\npublic inline val ResponseType.Companion.CORS: ResponseType get() = \"cors\".asDynamic().unsafeCast<ResponseType>().\n\n\n\nplease, don't implement this interface!

*An@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")\n\npublic external interface ResponseType.Companion.DEFAULT: ResponseType get() = \"default\".asDynamic().unsafeCast<ResponseType>().\n\n\npublic inline val ResponseType.Companion.ERROR: ResponseType get() = \"error\".asDynamic().unsafeCast<ResponseType>().\n\n\nplease, don't implement this interface!

*An@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")\n\npublic external interface ResponseType.Companion.OPAQUE: ResponseType get() = \"opaque\".asDynamic().unsafeCast<ResponseType>().\n\n\npublic inline val ResponseType.Companion.OPAQUEREDIRECT: ResponseType get() = \"opaqueredirect\".asDynamic().unsafeCast<ResponseType>().\n
/*
 * Copyright 2010-2019 JetBrains s.r.o. and Kotlin Programming Language contributors.
 * Use of this source code is governed by the Apache 2.0 license that can be found in the LICENSE.txt file.
 */

// NOTE: THIS FILE IS AUTO-GENERATED, DO NOT EDIT!
// See github.com/kotlin/dukat for details

package org.w3c.dom.mediacapture

import kotlin.js.*
import org.khronos.webgl.*
import org.w3c.css.masking.*
import org.w3c.dom.*
import org.w3c.dom.clipboard.*
import org.w3c.dom.css.*
import org.w3c.dom.events.*
import org.w3c.dom.parsing.*
import org.w3c.dom.pointerevents.*
import org.w3c.dom.svg.*
import org.w3c.dom.url.*
import org.w3c.fetch.*
import org.w3c.files.*
import org.w3c.notifications.*

org.w3c.performance.*

import org.w3c.xhr.*

/**
 * Exposes the JavaScript
 [MediaStream](https://developer.mozilla.org/en/docs/Web/API/MediaStream) to Kotlin
 */
public external open class MediaStream() : EventTarget {
    constructor(stream: MediaStream)
    constructor(tracks: Array<MediaStreamTrack>)
    open val id: String
    open val active: Boolean
    var onaddtrack: ((MediaStreamTrackEvent) -> dynamic)?
    var onremovetrack: ((MediaStreamTrackEvent) -> dynamic)?
    fun getAudioTracks(): Array<MediaStreamTrack>
    fun getVideoTracks(): Array<MediaStreamTrack>
    fun getTracks(): Array<MediaStreamTrack>
    fun getTrackById(id: String): MediaStreamTrack
    fun addTrack(track: MediaStreamTrack)
    fun removeTrack(track: MediaStreamTrack)
    fun clone(): MediaStream
}

/**
 * Exposes the JavaScript
 [MediaStreamTrack](https://developer.mozilla.org/en/docs/Web/API/MediaStreamTrack) to Kotlin
 */
public external abstract class MediaStreamTrack : EventTarget {
    open val kind: String
    open val id: String
    open var label: String
    open var enabled: Boolean
    open var muted: Boolean
    open var onmute: ((Event) -> dynamic)?
    open var onunmute: ((Event) -> dynamic)?
    open val readyState: MediaStreamTrackState
    open var onended: ((Event) -> dynamic)?
    open var onoverconstrained: ((Event) -> dynamic)?
    fun stop(): MediaStreamTrack
    fun clone(): MediaStreamTrack
    fun getCapabilities(): MediaTrackCapabilities
    fun getConstraints(): MediaTrackConstraints
    fun getSettings(): MediaTrackSettings
    fun applyConstraints(constraints: MediaTrackSupportedConstraints): Promise<Unit>
}

public external interface MediaTrackSupportedConstraints {
    var width: Boolean? = true
    var height: Boolean? = true
    var aspectRatio: Boolean? = true
    var frameRate: Boolean? = true
    var facingMode: Boolean? = true
    var resizeMode: Boolean? = true
    var volume: Boolean? = true
    var sampleRate: Boolean? = true
    var sampleSize: Boolean? = true
    var echoCancellation: Boolean? = true
    var autoGainControl: Boolean? = true
    var latency: Boolean? = true
    var channelCount: Boolean? = true
    var deviceId: Boolean? = true
    var groupId: Boolean? = true
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["width"] = width
    o["height"] = height
    o["aspectRatio"] = aspectRatio
    o["frameRate"] = frameRate
    o["facingMode"] = facingMode
    o["resizeMode"] = resizeMode
    o["volume"] = volume
    o["sampleRate"] = sampleRate
    o["sampleSize"] = sampleSize
    o["echoCancellation"] = echoCancellation
    o["autoGainControl"] = autoGainControl
    o["noiseSuppression"] = noiseSuppression
    o["latency"] = latency
    o["channelCount"] = channelCount
    o["deviceId"] = deviceId
    o["groupId"] = groupId
    return o
}
definedExternally
set(value) = definedExternally
var frameRate: DoubleRange?
    get() =
definedExternally
set(value) = definedExternally
var facingMode: Array<String>?
    get() =
definedExternally
set(value) = definedExternally
var resizeMode: Array<String>?
    get() =
definedExternally
set(value) = definedExternally
var volume: DoubleRange?
    get() =
definedExternally
set(value) = definedExternally
var sampleRate: ULongRange?
    get() =
definedExternally
set(value) = definedExternally
var sampleSize: ULongRange?
    get() =
definedExternally
set(value) = definedExternally
var echoCancellation: Array<Optional<Boolean>?
    get() =
definedExternally
set(value) = definedExternally
var autoGainControl: Array<Optional<Boolean>?
    get() =
definedExternally
set(value) = definedExternally
var noiseSuppression: Array<Optional<Boolean>?
    get() =
definedExternally
set(value) = definedExternally
var latency: DoubleRange?
    get() =
definedExternally
set(value) = definedExternally
var channelCount: ULongRange?
    get() =
definedExternally
set(value) = definedExternally
var deviceId: String?
    get() = definedExternally
    set(value) = definedExternally
var groupId: String?
    get() = definedExternally
    set(value) = definedExternally

@kotlin.internal.InlineOnly
    = undefined, resizeMode: Array<String>?
    = undefined, autoGainControl: Array<Optional<Boolean>
    = undefined, noiseSuppression: Array<Optional<Boolean>
    val o = js("({})")
    o["width"] = width
    o["height"] = height
    o["aspectRatio"] = aspectRatio
    o["frameRate"] = frameRate
    o["facingMode"] = facingMode
    o["resizeMode"] = resizeMode
    o["volume"] = volume
    o["sampleRate"] = sampleRate
    o["sampleSize"] = sampleSize
    o["echoCancellation"] = echoCancellation
    o["autoGainControl"] = autoGainControl
    o["noiseSuppression"] = noiseSuppression
    o["latency"] = latency
    o["channelCount"] = channelCount
    o["deviceId"] = deviceId
    o["groupId"] = groupId
    return o
}

/**
 * Exposes the JavaScript [MediaTrackConstraints](https://developer.mozilla.org/en/docs/Web/API/MediaTrackConstraints) to Kotlin
 */
public external interface MediaTrackConstraints : MediaTrackConstraintSet {
    var advanced: Array<MediaTrackConstraintSet>?
        get() = definedExternally
        set(value) =
definedExternally
}

@kotlin.internal.InlineOnly
public inline fun MediaTrackConstraints(advanced: Array<MediaTrackConstraintSet>?
    val o = js("({})")
    o["advanced"] = advanced
    o["width"] = width
    o["height"] = height
    o["aspectRatio"] = aspectRatio
    o["frameRate"] = frameRate
    o["facingMode"] = facingMode
    o["resizeMode"] = resizeMode
    o["volume"] = volume
    o["sampleRate"] = sampleRate
    o["sampleSize"] = sampleSize
    o["echoCancellation"] = echoCancellation
    o["autoGainControl"] = autoGainControl
    o["noiseSuppression"] = noiseSuppression
    o["latency"] = latency
    o["channelCount"] = channelCount
    o["deviceId"] = deviceId
    o["groupId"] = groupId
    return o
}

public external interface MediaTrackConstraintSet {
    var width: dynamic
        get() = definedExternally
        set(value) = definedExternally
    var height: dynamic
        get() = definedExternally
        set(value) = definedExternally
    var aspectRatio: dynamic
        get() = definedExternally
        set(value) = definedExternally
    var frameRate: dynamic
        get() = definedExternally
        set(value) = definedExternally
    var facingMode: dynamic
        get() = definedExternally
        set(value) = definedExternally
    var resizeMode: dynamic
        get() = definedExternally
        set(value) = definedExternally
    var volume: dynamic
        get() = definedExternally
        set(value) = definedExternally
    var sampleRate: dynamic
        get() = definedExternally
        set(value) = definedExternally
    var sampleSize: dynamic
        get() = definedExternally
        set(value) = definedExternally
    var echoCancellation: dynamic
        get() = definedExternally
        set(value) = definedExternally
    var autoGainControl: dynamic
        get() = definedExternally
        set(value) = definedExternally
    var noiseSuppression: dynamic
        get() = definedExternally
        set(value) = definedExternally
    var latency: dynamic
        get() = definedExternally
        set(value) = definedExternally
    var channelCount: dynamic
        get() = definedExternally
        set(value) = definedExternally
    var deviceId: dynamic
        get() = definedExternally
        set(value) = definedExternally
    var groupId: dynamic
        get() = definedExternally
        set(value) = definedExternally
*/

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set(value) = definedExternally
var sampleRate: dynamic
get() = definedExternally
set(value) = definedExternally
var sampleSize: dynamic
get() = definedExternally
set(value) = definedExternally
var echoCancellation: dynamic
get() = definedExternally
set(value) = definedExternally
var autoGainControl: dynamic
get() = definedExternally
set(value) = definedExternally
var noiseSuppression: dynamic
get() = definedExternally
set(value) = definedExternally
var channelCount: dynamic
get() = definedExternally
set(value) = definedExternally
var deviceId: dynamic
get() = definedExternally
set(value) = definedExternally
var groupId: dynamic
get() = definedExternally
set(value) = definedExternally

set(value) = definedExternally
var height: Int?
get() = definedExternally
set(value) = definedExternally

/**
 * Exposes the JavaScript
 */
public external interface MediaTrackSettings {
    var width: Int?
        get() = definedExternally
        set(value) = definedExternally
    var height: Int?
        get() = definedExternally
        set(value) = definedExternally
    var aspectRatio: Double?
        get() = definedExternally
        set(value) = definedExternally
    var frameRate: Double?
        get() = definedExternally
        set(value) = definedExternally
    var facingMode: String?
        get() = definedExternally
        set(value) = definedExternally
    var resizeMode: String?
        get() = definedExternally
        set(value) = definedExternally
    var volume: Double?
        get() = definedExternally
        set(value) = definedExternally
    var sampleRate: Int?
        get() = definedExternally
        set(value) = definedExternally
    var sampleSize: Int?
        get() = definedExternally
        set(value) = definedExternally
    var echoCancellation: Boolean?
        get() = definedExternally
        set(value) = definedExternally
    var autoGainControl: Boolean?
        get() = definedExternally
        set(value) = definedExternally
    var noiseSuppression: Boolean?
        get() = definedExternally
        set(value) = definedExternally
    var latency: Double?
        get() = definedExternally
        set(value) = definedExternally
    var channelCount: Int?
        get() = definedExternally
        set(value) = definedExternally
    var deviceId: String?
        get() = definedExternally
        set(value) = definedExternally
    var groupId: String?
        get() = definedExternally
        set(value) = definedExternally
}

/**
 * Exposes the JavaScript
 */
    val o = js("({})")
    o["width"] = width
    o["height"] = height
    o["aspectRatio"] = aspectRatio
    o["frameRate"] = frameRate
    o["facingMode"] = facingMode
    o["resizeMode"] = resizeMode
    o["volume"] = volume
    o["sampleRate"] = sampleRate
    o["sampleSize"] = sampleSize
    o["echoCancellation"] = echoCancellation
    o["autoGainControl"] = autoGainControl
    o["noiseSuppression"] = noiseSuppression
    o["latency"] = latency
    o["channelCount"] = channelCount
    o["deviceId"] = deviceId
    o["groupId"] = groupId
    return o
}

[MediaTrackSettings](https://developer.mozilla.org/en/docs/Web/API/MediaTrackSettings) to Kotlin

* Exposes the JavaScript

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/**
 * Exposes the JavaScript [MediaStreamTrackEvent](https://developer.mozilla.org/en/docs/Web/API/MediaStreamTrackEvent) to Kotlin
 */
public external open class MediaStreamTrackEvent(type: String, eventInitDict: MediaStreamTrackEventInit) :
    Event {
    open val track: MediaStreamTrack

    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }
}

public external interface MediaStreamTrackEventInit : EventInit {
    var track: MediaStreamTrack?
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["track"] = track
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable
    o["composed"] = composed
    return o
}

/**
 * Exposes the JavaScript [MediaDevices](https://developer.mozilla.org/en/docs/Web/API/MediaDevices) to Kotlin
 */
public external abstract class MediaDevices : EventTarget {
    open var ondevicechange: ((Event) -> dynamic)?
    fun enumerateDevices(): Promise<Array<MediaDeviceInfo>>
    fun getSupportedConstraints(): MediaTrackSupportedConstraints
    fun getUserMedia(constraints: MediaStreamConstraints = definedExternally): Promise<MediaStream>
}

/**
 * Exposes the JavaScript [MediaDeviceInfo](https://developer.mozilla.org/en/docs/Web/API/MediaDeviceInfo) to Kotlin
 */
public external abstract class MediaDeviceInfo {
    open val deviceId: String
    open val kind: MediaDeviceKind
    open val label: String
    open val groupId: String
    fun toJSON(): dynamic
}

public external abstract class InputDeviceInfo : MediaDeviceInfo {
    fun getCapabilities(): MediaTrackCapabilities
}

/**
 * Exposes the JavaScript [MediaStreamConstraints](https://developer.mozilla.org/en/docs/Web/API/MediaStreamConstraints) to Kotlin
 */
public external interface MediaStreamConstraints {
    var video: dynamic /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var audio: dynamic /* = false */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun MediaStreamConstraints(video: dynamic = false, audio: dynamic = false): MediaStreamConstraints {
    val o = js("({})")
    o["video"] = video
    o["audio"] = audio
    return o
}

public external interface ConstrainablePattern {
    var onoverconstrained: ((Event) -> dynamic)?
        get() = definedExternally
        set(value) = definedExternally
    fun getCapabilities(): Capabilities
    fun getConstraints(): Constraints
    fun getSettings(): Settings
    fun applyConstraints(constraints: Constraints = definedExternally): Promise<Unit>
}

/**
 * Exposes the JavaScript [DoubleRange](https://developer.mozilla.org/en/docs/Web/API/DoubleRange) to Kotlin
 */
public external interface DoubleRange {
    var max: Double?
        get() = definedExternally
        set(value) = definedExternally
    var min: Double?
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun DoubleRange(max: Double? = undefined, min: Double? = undefined): DoubleRange {
    val o = js("({})")
    o["max"] = max
    o["min"] = min
    return o
}

public external interface ConstrainDoubleRange : DoubleRange {
    var exact: Double?
        get() = definedExternally
        set(value) = definedExternally
    var ideal: Double?
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["exact"] = exact
    o["ideal"] = ideal
    o["max"] = max
    o["min"] = min
    return o
}

public external interface ULongRange {
    var max: Int?
        get() = definedExternally
        set(value) = definedExternally
    var min: Int?
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun ULongRange(max: Int? = undefined, min: Int? = undefined): ULongRange {
    val o = js("({})")
    o["max"] = max
    o["min"] = min
    return o
}

public external interface ConstrainULongRange : ULongRange {
    var exact: Int?
        get() = definedExternally
        set(value) = definedExternally
    var ideal: Int?
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["exact"] = exact
    o["ideal"] = ideal
    o["max"] = max
    o["min"] = min
    return o
}

public external interface ExtensibleIntegerRange {
    var max: Int?
        get() = definedExternally
        set(value) = definedExternally
    var min: Int?
        get() = definedExternally
        set(value) = definedExternally
    var exact: Int?
        get() = definedExternally
        set(value) = definedExternally
    var ideal: Int?
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["max"] = max
    o["min"] = min
    o["exact"] = exact
    o["ideal"] = ideal
    return o
}

public external interface ExtensibleFloatRange {
    var max: Double?
        get() = definedExternally
        set(value) = definedExternally
    var min: Double?
        get() = definedExternally
        set(value) = definedExternally
    var exact: Double?
        get() = definedExternally
        set(value) = definedExternally
    var ideal: Double?
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["max"] = max
    o["min"] = min
    o["exact"] = exact
    o["ideal"] = ideal
    return o
}

public external interface ExtensibleDateTimeRange {
    var max: String?
        get() = definedExternally
        set(value) = definedExternally
    var min: String?
        get() = definedExternally
        set(value) = definedExternally
    var exact: String?
        get() = definedExternally
        set(value) = definedExternally
    var ideal: String?
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["max"] = max
    o["min"] = min
    o["exact"] = exact
    o["ideal"] = ideal
    return o
}

public external interface ExtensibleStringRange {
    var max: String?
        get() = definedExternally
        set(value) = definedExternally
    var min: String?
        get() = definedExternally
        set(value) = definedExternally
    var exact: String?
        get() = definedExternally
        set(value) = definedExternally
    var ideal: String?
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["max"] = max
    o["min"] = min
    o["exact"] = exact
    o["ideal"] = ideal
    return o
}

public exte
definedExternally
    set(value) = definedExternally

var min: Int?
    get() = definedExternally
    set(value) = definedExternally

@kotlin.internal.InlineOnly
public inline fun ULongRange(max: Int? = undefined, min: Int? = undefined): ULongRange {
    val o = js("({})")
    o["max"] = max
    o["min"] = min
    return o
}

public external interface ConstrainULongRange : ULongRange {
    var exact: Int?
        get() = definedExternally
        set(value) = definedExternally
    var ideal: Int?
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["exact"] = exact
    o["ideal"] = ideal
    o["max"] = max
    o["min"] = min
    return o
}

/**
 * Exposes the JavaScript
[ConstrainBooleanParameters](https://developer.mozilla.org/en/docs/Web/API/ConstrainBooleanParameters) to Kotlin
 */
public external interface ConstrainBooleanParameters {
    var exact: Boolean?
        get() = definedExternally
        set(value) = definedExternally
    var ideal: Boolean?
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["exact"] = exact
    o["ideal"] = ideal
    return o
}

/**
 * Exposes the JavaScript
[ConstrainDOMStringParameters](https://developer.mozilla.org/en/docs/Web/API/ConstrainDOMStringParameters) to Kotlin
 */
public external interface ConstrainDOMStringParameters {
    var exact: dynamic
        get() = definedExternally
        set(value) = definedExternally
    var ideal: dynamic
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun ConstrainDOMStringParameters(exact: dynamic = undefined, ideal: dynamic = undefined): ConstrainDOMStringParameters {
    val o = js("({})")
    o["exact"] = exact
    o["ideal"] = ideal
    return o
}

public external interface Capabilities

@kotlin.internal.InlineOnly
public inline fun Capabilities(): Capabilities {
    val o = js("({})")
    return o
}

public external interface Settings

@kotlin.internal.InlineOnly
public inline fun Settings(): Settings {
    val o = js("({})")
    return o
}

public external interface ConstraintSet

@kotlin.internal.InlineOnly
public inline fun ConstraintSet(): ConstraintSet {
    val o = js("({})")
    return o
}

public external interface Constraints : ConstraintSet {
    var advanced: Array<ConstraintSet>?
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun Constraints(advanced: Array<ConstraintSet>? = undefined): Constraints {
    val o = js("({})")
    o["advanced"] = advanced
    return o
}

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface MediaStreamTrackState {
    companion object
}

public inline val MediaStreamTrackState.Companion.LIVE: MediaStreamTrackState get() = "live".asDynamic().unsafeCast<MediaStreamTrackState>().unsafeCast<MediaStreamTrackState>()

public inline val MediaStreamTrackState.Companion.ENDED: MediaStreamTrackState get() = "ended".asDynamic().unsafeCast<MediaStreamTrackState>()

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface VideoFacingModeEnum {
    companion object
}

public inline val VideoFacingModeEnum.Companion.USER: VideoFacingModeEnum get() = "user".asDynamic().unsafeCast<VideoFacingModeEnum>()


public inline val VideoFacingModeEnum.Companion.LEFT: VideoFacingModeEnum get() = "left".asDynamic().unsafeCast<VideoFacingModeEnum>()

public inline val VideoFacingModeEnum.Companion.RIGHT: VideoFacingModeEnum get() = "right".asDynamic().unsafeCast<VideoFacingModeEnum>()

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface VideoResizeModeEnum {
    companion object
}

public inline val VideoResizeModeEnum.Companion.USER: VideoResizeModeEnum get() = "user".asDynamic().unsafeCast<VideoResizeModeEnum>()

public inline val VideoResizeModeEnum.Companion.ENVIRONMENT: VideoResizeModeEnum get() = "environment".asDynamic().unsafeCast<VideoResizeModeEnum>()

public inline val VideoResizeModeEnum.Companion.LEFT: VideoResizeModeEnum get() = "left".asDynamic().unsafeCast<VideoResizeModeEnum>()

public inline val VideoResizeModeEnum.Companion.RIGHT: VideoResizeModeEnum get() = "right".asDynamic().unsafeCast<VideoResizeModeEnum>()
VideoResizeModeEnum.Companion.NONE: VideoResizeModeEnum get() = "none".asDynamic().unsafeCast<VideoResizeModeEnum>()

VideoResizeModeEnum.Companion.CROP_AND_SCALE: VideoResizeModeEnum get() = "crop-and-scale".asDynamic().unsafeCast<VideoResizeModeEnum>()

@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface MediaDeviceKind {
    companion object
}

public inline val MediaDeviceKind.Companion.AUDIOINPUT: MediaDeviceKind get() = "audioinput".asDynamic().unsafeCast<MediaDeviceKind>()

public inline val MediaDeviceKind.Companion.VIDEOINPUT: MediaDeviceKind get() = "videoinput".asDynamic().unsafeCast<MediaDeviceKind>()

/* please, don't implement this interface!
 */
package org.w3c.dom.pointerevents

public external interface PointerEventInit : MouseEventInit {
    var pointerId: Int? /* = 0 */
        get() = definedExternally
        set(value) = definedExternally
    var width: Double? /* = 1.0 */
        get() = definedExternally
        set(value) = definedExternally
    var height: Double? /* = 1.0 */
        get() = definedExternally
        set(value) = definedExternally
    var pressure: Float? /* = 0f */
        get() = definedExternally
        set(value) = definedExternally
    var tangentialPressure: Float? /* = 0f */
        get() = definedExternally
        set(value) = definedExternally
    var tiltX: Int? /* = 0 */
        get() = definedExternally
        set(value) = definedExternally
    var tiltY: Int? /* = 0 */
        get() = definedExternally
        set(value) = definedExternally
    var twist: Int? /* = 0 */
        get() = definedExternally
        set(value) = definedExternally
    var pointerType: String? /* = "" */
        get() = definedExternally
        set(value) = definedExternally
    var isPrimary: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun PointerEventInit(pointerId: Int? = 0, width: Double? = 1.0, height: Double? = 1.0, pressure: Float? = 0f, tangentialPressure: Float? = 0f, tiltX: Int? = 0, tiltY: Int? = 0, twist: Int? = 0, pointerType: String? = "", isPrimary: Boolean? /* = false */ get() = definedExternally
    var value: PointerEventInit

}
```javascript
$('#modifierSymbol').val(modifierSymbol).val('#modifierSymbolLock
').val('#view
').val('#detail
').val('#bubbles
').val('#cancelable
').val('#composed
').val(false).val(true).val('#view
').val('#detail
').val('#bubbles
').val('#cancelable
').val('#composed
').val(false).val(true)

// Exposes the JavaScript
[PointerEvent](https://developer.mozilla.org/en/docs/Web/API/PointerEvent) to Kotlin

/**
 * Exposes the JavaScript [SVGElement](https://developer.mozilla.org/en/docs/Web/API/SVGElement) to Kotlin
 */
public external abstract class SVGElement : Element, ElementCSSInlineStyle, GlobalEventHandlers, SVGElementInstance {
    open val dataset: DOMStringMap
    open val ownerSVGElement: SVGSVGElement?
    open val viewportElement: SVGElement?
    open var tabIndex: Int
    fun focus()
    fun blur()

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

public external interface SVGBoundingBoxOptions {
    var fill: Boolean? /* = true */
        get() = definedExternally
        set(value) = definedExternally
    var stroke: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var markers: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var clipped: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o['fill'] = fill
    o['stroke'] = stroke
    o['markers'] = markers
    o['clipped'] = clipped
    return o
}

/**
 * Exposes the JavaScript
 [SVGGraphicsElement](https://developer.mozilla.org/en/docs/Web/API/SVGGraphicsElement) to Kotlin
 */
public external abstract class SVGGraphicsElement : SVGElement, SVGTests {
    open val transform: SVGAnimatedTransformList
    fun getBBox(options: SVGBoundingBoxOptions = definedExternally): DOMRect
    fun getCTM(): DOMMatrix?
    fun getScreenCTM(): DOMMatrix?

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}
```

---

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val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short
val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short

/**
 * Exposes the JavaScript [SVGGeometryElement](https://developer.mozilla.org/en/docs/Web/API/SVGGeometryElement) to Kotlin *
 * /n public external abstract class SVGGeometryElement { open val pathLength: SVGAnimatedNumber
 * fun isPointInFill(point: DOMPoint): Boolean
 * fun isPointInStroke(point: DOMPoint):
 * Boolean
 * companion object { val ELEMENT_NODE: Short
 * val ATTRIBUTE_NODE: Short
 * val TEXT_NODE: Short
 * val CDATA_SECTION_NODE: Short
 * val ENTITY_REFERENCE_NODE: Short
 * val ENTITY_NODE: Short
 * val COMMENT_NODE: Short
 * val DOCUMENT_FRAGMENT_NODE: Short
 * val DOCUMENT_TYPE_NODE: Short
 * val DOCUMENT_POSITION_DISCONNECTED: Short
 * val DOCUMENT_POSITION_PRECEDING: Short
 * val DOCUMENT_POSITION_FOLLOWING: Short
 * val DOCUMENT_POSITION_CONTAINS: Short
 * val DOCUMENT_POSITION_CONTAINED_BY: Short
 * val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
 * }
 * }

/**
 * Exposes the JavaScript [SVGNumber](https://developer.mozilla.org/en/docs/Web/API/SVGNumber) to Kotlin *
 */
public external abstract class SVGNumber {
    open var value: Float
}

/**
 * Exposes the JavaScript [SVGLength](https://developer.mozilla.org/en/docs/Web/API/SVGLength) to Kotlin *
 */
public external abstract class SVGLength {
    open val unitType: Short
    open var value: Float
    open var valueInSpecifiedUnits: Float
    open var valueAsString: String
    fun newValueSpecifiedUnits(unitType: Short, valueInSpecifiedUnits: Float)
    fun convertToSpecifiedUnits(unitType: Short)

    companion object {
        val SVG_LENGTHTYPE_UNKNOWN: Short
        val SVG_LENGTHTYPE_NUMBER: Short
        val SVG_LENGTHTYPE_PERCENTAGE: Short
        val SVG_LENGTHTYPE_EMS: Short
        val SVG_LENGTHTYPE_EXS: Short
        val SVG_LENGTHTYPE_PX: Short
        val SVG_LENGTHTYPE_CM: Short
        val SVG_LENGTHTYPE_MM: Short
        val SVG_LENGTHTYPE_IN: Short
        val SVG_LENGTHTYPE_PT: Short
        val SVG_LENGTHTYPE_PC: Short
    }
}

/**
 * Exposes the JavaScript [SVGAngle](https://developer.mozilla.org/en/docs/Web/API/SVGAngle) to Kotlin *
 */
public external abstract class SVGAngle {
    open val unitType: Short
    open var value: Float
    open var valueInSpecifiedUnits: Float
    open var valueAsString: String
    fun newValueSpecifiedUnits(unitType: Short, valueInSpecifiedUnits: Float)
    fun convertToSpecifiedUnits(unitType: Short)

    companion object {
        val SVG_ANGLETYPE_UNKNOWN: Short
        val SVG_ANGLETYPE_UNSPECIFIED: Short
        val SVG_ANGLETYPE_DEG: Short
        val SVG_ANGLETYPE_RAD: Short
        val SVG_ANGLETYPE_GRAD: Short
    }
}

public external abstract class SVGNameList {
    open val length: Int
    open val numberOfItems: Int
    fun clear()
    fun initialize(newItem: dynamic): dynamic
    fun insertItemBefore(newItem: dynamic, index: Int): dynamic
    fun replaceItem(newItem: dynamic, index: Int): dynamic
    fun removeItem(index: Int): dynamic
    fun appendItem(newItem: dynamic): dynamic
    fun getItem(index: Int): dynamic
}

@kotlin.internal.InlineOnly
public inline operator fun SVGNameList.get(index: Int): dynamic = asDynamic()[index]

@kotlin.internal.InlineOnly
public inline operator fun SVGNameList.set(index: Int, newItem: dynamic) { asDynamic()[index] = newItem }

/**
 * Exposes the JavaScript [SVGNumberList](https://developer.mozilla.org/en/docs/Web/API/SVGLength) to Kotlin *
 */
public external abstract class SVGNumberList {
    open val length: Int
    open val numberOfItems: Int
    fun clear()
    fun initialize(newItem: SVGNumber): SVGNumber
    fun insertItemBefore(newItem: SVGNumber, index: Int): SVGNumber
    fun replaceItem(newItem: SVGNumber, index: Int): SVGNumber
    fun removeItem(index: Int): SVGNumber
    fun appendItem(newItem: SVGNumber): SVGNumber
    fun getItem(index: Int): SVGNumber
}

@kotlin.internal.InlineOnly
public inline operator fun SVGNumberList.get(index: Int): SVGNumber? = asDynamic()[index]

@kotlin.internal.InlineOnly
public inline operator fun SVGNumberList.set(index: Int, newItem: SVGNumber) { asDynamic()[index] = newItem }

val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short

Exposes the JavaScript [SVGLengthList](https://developer.mozilla.org/en/docs/Web/API/SVGLengthList) to Kotlin

```kotlin
operator fun SVGNumberList.set(index: Int, newItem: SVGNumber) { asDynamic()[index] = newItem }

/**
 * Exposes the JavaScript [SVGLengthList](https://developer.mozilla.org/en/docs/Web/API/SVGLengthList) to
 * Kotlin
 */
public external abstract class SVGLengthList {
    open val length: Int
    open val numberOfItems: Int
    fun clear()
    fun initialize(newItem: SVGLength): SVGLength
    fun insertItemBefore(newItem: SVGLength, index: Int): SVGLength
    fun replaceItem(newItem: SVGLength, index: Int): SVGLength
    fun removeItem(index: Int): SVGLength
    fun appendItem(newItem: SVGLength): SVGLength
    fun getItem(index: Int): SVGLength
}
```

```kotlin
operator fun SVGLengthList.get(index: Int): SVGLength? = asDynamic()[index]

operator fun SVGLengthList.set(index: Int, newItem: SVGLength) { asDynamic()[index] = newItem }
```

Exposes the JavaScript [SVGAnimatedLengthList](https://developer.mozilla.org/en/docs/Web/API/SVGLengthList) to Kotlin

```kotlin
operator fun SVGStringList.set(index: Int, newItem: String) { asDynamic()[index] = newItem }
```

```kotlin
operator fun SVGStringList.get(index: Int): String? = asDynamic()[index]

operator fun SVGStringList.set(index: Int, newItem: String) { asDynamic()[index] = newItem }
```
*/
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface SVGUnitTypes {
    companion object {
        val SVG_UNIT_TYPE_UNKNOWN: Short
        val SVG_UNIT_TYPE_USERSPACEONUSE: Short
        val SVG_UNIT_TYPE_OBJECTBOUNDINGBOX: Short
    }
}

/**
 * Exposes the JavaScript
[SVGTests](https://developer.mozilla.org/en/docs/Web/API/SVGTests) to Kotlin
 */
public external interface SVGTests {
    val requiredExtensions: SVGStringList
    val systemLanguage: SVGStringList
}

public external interface SVGFitToViewBox {
    val viewBox: SVGAnimatedRect
    val preserveAspectRatio: SVGAnimatedPreserveAspectRatio
}

/**
 * Exposes the JavaScript
[SVGZoomAndPan](https://developer.mozilla.org/en/docs/Web/API/SVGZoomAndPan) to Kotlin
 */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface SVGZoomAndPan {
    var zoomAndPan: Short

    companion object {
        val SVG_ZOOMANDPAN_UNKNOWN: Short
        val SVG_ZOOMANDPAN_DISABLE: Short
        val SVG_ZOOMANDPAN_MAGNIFY: Short
    }
}

/**
 * Exposes the JavaScript
[SVGURIReference](https://developer.mozilla.org/en/docs/Web/API/SVGURIReference) to Kotlin
 */
public external interface SVGURIReference {
    val href: SVGAnimatedString
}

/**
 * Exposes the JavaScript
[SVGSVGElement](https://developer.mozilla.org/en/docs/Web/API/SVGSVGElement) to Kotlin
 */
public external abstract class SVGSVGElement : SVGGraphicsElement, SVGFitToViewBox, SVGZoomAndPan, WindowEventHandlers {
    open val x: SVGAnimatedLength
    open val y: SVGAnimatedLength
    open val width: SVGAnimatedLength
    open val height: SVGAnimatedLength
    open var currentScale: Float
    open val currentTranslate: DOMPointReadOnly
    fun getIntersectionList(rect: DOMRectReadOnly, referenceElement: SVGElement?): NodeList
    fun getEnclosureList(rect: DOMRectReadOnly, referenceElement: SVGElement?): NodeList
    fun checkIntersection(element: SVGElement, rect: DOMRectReadOnly): Boolean
    fun checkEnclosure(element: SVGElement, rect: DOMRectReadOnly): Boolean
    fun deselectAll()
    fun createSVGNumber(): SVGNumber
    fun createSVGLength(): SVGLength
    fun createSVGAngle(): SVGAngle
    fun createSVGPoint(): DOMPoint
    fun createSVGMatrix(): DOMMatrix
    fun createSVGRect(): DOMRect
    fun createSVGTransform(): SVGTransform
    fun createSVGTransformFromMatrix(matrix: DOMMatrixReadOnly): SVGTransform
    fun getElementById(elementId: String): Element
    fun suspendRedraw(maxWaitMilliseconds: Int): Int
    fun unsuspendRedraw(suspendHandleID: Int)
    fun unsuspendRedrawAll()
    fun forceRedraw()

    companion object {
        val SVG_ZOOMANDPAN_UNKNOWN: Short
        val SVG_ZOOMANDPAN_DISABLE: Short
        val SVG_ZOOMANDPAN_MAGNIFY: Short
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript
[SVGGElement](https://developer.mozilla.org/en/docs/Web/API/SVGGElement) to Kotlin
 */
public external abstract class SVGGElement : SVGGraphicsElement {
    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short
val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short

val ELEMENT_NODE: Short
val ATTRIBUTE_NODE: Short
val TEXT_NODE: Short
val CDATA_SECTION_NODE: Short
val ENTITY_REFERENCE_NODE: Short
val ENTITY_NODE: Short
val PROCESSING_INSTRUCTION_NODE: Short
val COMMENT_NODE: Short
val DOCUMENT_NODE: Short
val DOCUMENT_TYPE_NODE: Short
val DOCUMENT_FRAGMENT_NODE: Short
val NOTATION_NODE: Short
val DOCUMENT_POSITION_DISCONNECTED: Short
val DOCUMENT_POSITION_PRECEDING: Short
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINS: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short
val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short

/**
 * Exposes the JavaScript [SVGDefsElement](https://developer.mozilla.org/en/docs/Web/API/SVGDefsElement) to Kotlin
 */
public external abstract class SVGDefsElement : SVGGraphicsElement {
    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [SVGDescElement](https://developer.mozilla.org/en/docs/Web/API/SVGDescElement) to Kotlin
 */
public external abstract class SVGDescElement : SVGElement {
    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [SVGMetadataElement](https://developer.mozilla.org/en/docs/Web/API/SVGMetadataElement) to Kotlin
 */
public external abstract class SVGMetadataElement : SVGElement {
    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [SVGTitleElement](https://developer.mozilla.org/en/docs/Web/API/SVGTitleElement) to Kotlin
 */
public external abstract class SVGTitleElement : SVGElement {
    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
    }
}
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```kotlin
val ATTRIBUTE_NODE: Short
val TEXT_NODE: Short
val CDATA_SECTION_NODE: Short
val ENTITY_REFERENCE_NODE: Short
val ENTITY_NODE: Short
val PROCESSING_INSTRUCTION_NODE: Short
val COMMENT_NODE: Short
val DOCUMENT_NODE: Short
val DOCUMENT_TYPE_NODE: Short
val DOCUMENT_FRAGMENT_NODE: Short
val NOTATION_NODE: Short
val DOCUMENT_POSITION_DISCONNECTED: Short
val DOCUMENT_POSITION_PRECEDING: Short
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINS: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short

/**
 * Exposes the JavaScript [SVGSymbolElement](https://developer.mozilla.org/en/docs/Web/API/SVGSymbolElement) to Kotlin
 */
public external abstract class SVGSymbolElement : SVGGraphicsElement, SVGFitToViewBox {
    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
    }
}

/**
 * Exposes the JavaScript [SVGUseElement](https://developer.mozilla.org/en/docs/Web/API/SVGUseElement) to Kotlin
 */
public external abstract class SVGUseElement : SVGGraphicsElement, SVGURIReference {
    open val x: SVGAnimatedLength
    open val y: SVGAnimatedLength
    open val width: SVGAnimatedLength
    open val height: SVGAnimatedLength
    open val instanceRoot: SVGElement?
    open val animatedInstanceRoot: SVGElement?

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
    }
}

public external open class SVGUseElementShadowRoot : ShadowRoot {
    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
    }
}

public external interface SVGElementInstance {
    val correspondingElement: SVGElement?
        get() = definedExternally
    val correspondingUseElement: SVGUseElement?
        get() = definedExternally
}

public external open class ShadowAnimation(source: dynamic, newTarget: dynamic) {
    open val sourceAnimation: dynamic
}

/**
 * Exposes the JavaScript [SVGSwitchElement](https://developer.mozilla.org/en/docs/Web/API/SVGSwitchElement)
 */
```
to Kotlin

```kotlin
public abstract class SVGSwitchElement : SVGGraphicsElement {

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

public interface GetSVGDocument {
    fun getSVGDocument(): Document
}

/**
 * Exposes the JavaScript [SVGStyleElement](https://developer.mozilla.org/en/docs/Web/API/SVGStyleElement) to Kotlin
 */
public abstract class SVGStyleElement : SVGElement, LinkStyle {
    open var type: String
    open var media: String
    open var title: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [SVGTransform](https://developer.mozilla.org/en/docs/Web/API/SVGTransform) to Kotlin
 */
public abstract class SVGTransform {
    open val type: Short
    open val matrix: DOMMatrix
    open val angle: Float
    fun setMatrix(matrix: DOMMatrixReadOnly)
    fun setTranslate(tx: Float, ty: Float)
    fun setScale(sx: Float, sy: Float)
    fun setRotate(angle: Float, cx: Float, cy: Float)
    fun setSkewX(angle: Float)
    fun setSkewY(angle: Float)

    companion object {
        val SVG_TRANSFORM_UNKNOWN: Short
        val SVG_TRANSFORM_MATRIX: Short
        val SVG_TRANSFORM_TRANSLATE: Short
        val SVG_TRANSFORM_SCALE: Short
        val SVG_TRANSFORM_ROTATE: Short
        val SVG_TRANSFORM_SKEWX: Short
        val SVG_TRANSFORM_SKEWY: Short
    }
}

/**
 * Exposes the JavaScript [SVGTransformList](https://developer.mozilla.org/en/docs/Web/API/SVGTransformList) to Kotlin
 */
public abstract class SVGTransformList {
    open val length: Int
    open val numberOfItems: Int
    fun clear()
    fun initialize(newItem: SVGTransform): SVGTransform
    fun insertItemBefore(newItem: SVGTransform, index: Int): SVGTransform
    fun replaceItem(newItem: SVGTransform, index: Int): SVGTransform
    fun removeItem(index: Int): SVGTransform
    fun appendItem(newItem: SVGTransform): SVGTransform
    fun createSVGTransformFromMatrix(matrix: DOMMatrixReadOnly): SVGTransform
    fun consolidate(): SVGTransform?
    fun get(index: Int): SVGTransform
    fun set(index: Int, newItem: SVGTransform)
}

/**
 * Exposes the JavaScript [SVGAnimatedTransformList](https://developer.mozilla.org/en/docs/Web/API/SVGAnimatedTransformList) to Kotlin
 */
public abstract class SVGAnimatedTransformList {
    open val baseVal: SVGTransformList
    open val animVal: SVGTransformList
}

/**
 * Exposes the JavaScript [SVGPreserveAspectRatio](https://developer.mozilla.org/en/docs/Web/API/SVGPreserveAspectRatio) to Kotlin
 */
public abstract class SVGPreserveAspectRatio {
    open var align: Short
    open var meetOrSlice: Short

    companion object {
        val SVG_PRESERVEASPECTRATIO_UNKNOWN: Short
    }
}
```
**Open Source Used In DNAC Platform Frey**

```java
val SVG_PRESERVEASPECTRATIO_NONE: Short
val SVG_PRESERVEASPECTRATIO_XMINYMIN: Short
val SVG_PRESERVEASPECTRATIO_XMAXYMIN: Short
val SVG_PRESERVEASPECTRATIO_XMINYMID: Short
val SVG_PRESERVEASPECTRATIO_XMIDYMID: Short
val SVG_PRESERVEASPECTRATIO_XMAXYMID: Short
val SVG_PRESERVEASPECTRATIO_XMINYMAX: Short
val SVG_PRESERVEASPECTRATIO_XMIDYMAX: Short
val SVG_PRESERVEASPECTRATIO_XMAXYMAX: Short
val SVG_MEETORSLICE_UNKNOWN: Short
val SVG_MEETORSLICE_MEET: Short
val SVG_MEETORSLICE_SLICE: Short
```
val DOCUMENT_POSITION_CONTAINED_BY: Short
val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short

open val cx: SVGAnimatedLength
open val cy: SVGAnimatedLength
open val rx: SVGAnimatedLength
open val ry: SVGAnimatedLength

companion object {
    val ELEMENT_NODE: Short
    val ATTRIBUTE_NODE: Short
    val TEXT_NODE: Short
    val CDATA_SECTION_NODE: Short
    val ENTITY_REFERENCE_NODE: Short
    val ENTITY_NODE: Short
    val PROCESSING_INSTRUCTION_NODE: Short
    val COMMENT_NODE: Short
    val DOCUMENT_NODE: Short
    val DOCUMENT_TYPE_NODE: Short
    val DOCUMENT_FRAGMENT_NODE: Short
    val NOTATION_NODE: Short
    val DOCUMENT_POSITION_DISCONNECTED: Short
    val DOCUMENT_POSITION_PRECEDING: Short
    val DOCUMENT_POSITION_FOLLOWING: Short
    val DOCUMENT_POSITION_CONTAINS: Short
    val DOCUMENT_POSITION_CONTAINED_BY: Short
    val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
}

/**
 * Exposes the JavaScript [SVGEllipseElement](https://developer.mozilla.org/en/docs/Web/API/SVGEllipseElement) to Kotlin */
public external abstract class SVGEllipseElement : SVGGeometryElement {
    open val cx: SVGAnimatedLength
    open val cy: SVGAnimatedLength
    open val rx: SVGAnimatedLength
    open val ry: SVGAnimatedLength

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [SVGLineElement](https://developer.mozilla.org/en/docs/Web/API/SVGLineElement) to Kotlin */
public external abstract class SVGLineElement : SVGGeometryElement {
    open val x1: SVGAnimatedLength
    open val y1: SVGAnimatedLength
    open val x2: SVGAnimatedLength
    open val y2: SVGAnimatedLength

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [SVGMeshElement](https://developer.mozilla.org/en/docs/Web/API/SVGMeshElement) to Kotlin */
public external abstract class SVGMeshElement : SVGGeometryElement, SVGURIReference {
    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [SVGAnimatedPoints](https://developer.mozilla.org/en/docs/Web/API/SVGAnimatedPoints) to Kotlin */
public external interface SVGAnimatedPoints {
    val points: SVGPointList
    val animatedPoints: SVGPointList
}

public external abstract class SVGPointList {
    open val length: Int
    open val numberOfItems: Int
    fun clear()
    fun initialize(newItem: DOMPoint): DOMPoint
    fun insertItemBefore(newItem: DOMPoint, index: Int): DOMPoint
    fun replaceItem(newItem: DOMPoint, index: Int): DOMPoint
    fun removeItem(index: Int): DOMPoint
    fun appendItem(newItem: DOMPoint): DOMPoint
    fun getItem(index: Int): DOMPoint
}

@kotlin.internal.InlineOnly
public inline operator fun SVGPointList.get(index: Int): DOMPoint? = asDynamic()[index]

@kotlin.internal.InlineOnly
public inline operator fun SVGPointList.set(index: Int, newItem: DOMPoint) { asDynamic()[index] = newItem }

/**
 * Exposes the JavaScript [SVGPolylineElement](https://developer.mozilla.org/en/docs/Web/API/SVGPolylineElement) to Kotlin */
public abstract class SVGPolylineElement : SVGGeometryElement, SVGAffinePoints {

companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
    }
}

/**
 * Exposes the JavaScript [SVGPolygonElement](https://developer.mozilla.org/en/docs/Web/API/SVGPolygonElement) to Kotlin
 */
public abstract class SVGPolygonElement : SVGGeometryElement, SVGAffinePoints {

companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
    }
}

/**
 * Exposes the JavaScript [SVGTextContentElement](https://developer.mozilla.org/en/docs/Web/API/SVGTextContentElement) to Kotlin
 */
public abstract class SVGTextContentElement : SVGGraphicsElement {
    open val textLength: SVGAnimatedLength
    open val lengthAdjust: SVGAnimatedEnumeration
    fun getNumberOfChars(): Int
    fun getComputedTextLength(): Float
    fun getSubStringLength(charnum: Int, nchars: Int): Float
    fun getStartPositionOfChar(charnum: Int): DOMPoint
    fun getEndPositionOfChar(charnum: Int): DOMPoint
    fun getExtentOfChar(charnum: Int): DOMRect
    fun getRotationOfChar(charnum: Int): Float
    fun getCharNumAtPosition(point: DOMPoint): Int
    fun selectSubString(charnum: Int, nchars: Int)

    companion object {
        val LENGTHADJUST_UNKNOWN: Short
        val LENGTHADJUST_SPACING: Short
        val LENGTHADJUST_SPACINGANDGLYPHS: Short
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
    }
}

/**
 * Exposes the JavaScript [SVGTextPositioningElement](https://developer.mozilla.org/en/docs/Web/API/SVGTextPositioningElement) to Kotlin
 */
public abstract class SVGTextPositioningElement : SVGTextContentElement {
    open val x: SVGAnimatedLengthList
    open val y: SVGAnimatedLengthList
    open val dx: SVGAnimatedLengthList
    open val dy: SVGAnimatedLengthList
    open val rotate: SVGAnimatedNumberList

    companion object {
        val LENGTHADJUST_UNKNOWN: Short
        val LENGTHADJUST_SPACING: Short
        val LENGTHADJUST_SPACINGANDGLYPHS: Short
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
    }
}
DOCUMENT_NODE: Short
val DOCUMENT_TYPE_NODE: Short
val
DOCUMENT_FRAGMENT_NODE: Short
val NOTATION_NODE: Short
val
DOCUMENT_POSITION_DISCONNECTED: Short
val DOCUMENT_POSITION_PRECEDING: Short
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINS: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short
val
DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short

* Exposes the JavaScript [SVGTextElement](https://developer.mozilla.org/en/docs/Web/API/SVGTextElement) to Kotlin

public external abstract class SVGTextElement : SVGTextPositioningElement {
    companion object {
        val LENGTHADJUST_UNKNOWN: Short
        val LENGTHADJUST_SPACING: Short
        val LENGTHADJUST_SPACINGANDGLYPHS: Short
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

* Exposes the JavaScript [SVGTSpanElement](https://developer.mozilla.org/en/docs/Web/API/SVGTSpanElement) to Kotlin

public external abstract class SVGTSpanElement : SVGTextPositioningElement {
    companion object {
        val LENGTHADJUST_UNKNOWN: Short
        val LENGTHADJUST_SPACING: Short
        val LENGTHADJUST_SPACINGANDGLYPHS: Short
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

* Exposes the JavaScript [SVGTextPathElement](https://developer.mozilla.org/en/docs/Web/API/SVGTextPathElement) to Kotlin

public external abstract class SVGTextPathElement : SVGTextContentElement, SVGURIReference {
    open
    val startOffset: SVGAnimatedLength
    open val method: SVGAnimatedEnumeration
    open val spacing: SVGAnimatedEnumeration

    companion object {
        val TEXTPATH_METHODTYPE_UNKNOWN: Short
        val TEXTPATH_METHODTYPE_ALIGN: Short
        val TEXTPATH_SPACINGTYPE_UNKNOWN: Short
        val TEXTPATH_SPACINGTYPE_AUTO: Short
        val TEXTPATH_SPACINGTYPE_EXACT: Short
        val LENGTHADJUST_UNKNOWN: Short
        val LENGTHADJUST_SPACING: Short
        val LENGTHADJUST_SPACINGANDGLYPHS: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short


val DOCUMENT_POSITION_CONTAINED_BY: Short
val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short


* Exposes the JavaScript [SVGSolidcolorElement](https://developer.mozilla.org/en/docs/Web/API/SVGSolidcolorElement) to Kotlin's */npublic external abstract class SVGSolidcolorElement : SVGElement, SVGFitToViewBox { in fun setOrientToAuto() fun setOrientToAngle(angle: SVGAngle) companion object { in val ELEMENT_NODE: Short val ATTRIBUTE_NODE: Short val TEXT_NODE: Short val CDATA_SECTION_NODE: Short val ENTITY_REFERENCE_NODE: Short val ENTITY_NODE: Short val PROCESSING_INSTRUCTION_NODE: Short val COMMENT_NODE: Short val DOCUMENT_NODE: Short val DOCUMENT_TYPE_NODE: Short val DOCUMENT_FRAGMENT_NODE: Short val NOTATION_NODE: Short val DOCUMENT_POSITION_DISCONNECTED: Short val DOCUMENT_POSITION_PRECEDING: Short val DOCUMENT_POSITION_FOLLOWING: Short val DOCUMENT_POSITION_CONTAINS: Short val DOCUMENT_POSITION_CONTAINED_BY: Short


/**
 * Exposes the JavaScript [SVGGradientElement](https://developer.mozilla.org/en/docs/Web/API/SVGGradientElement) to Kotlin
 */
public external abstract class SVGGradientElement : SVGElement, SVGURIReference, SVGUnitTypes {
    open val gradientUnits: SVGAnimatedEnumeration
    open val gradientTransform: SVGAnimatedTransformList
    open val spreadMethod: SVGAnimatedEnumeration
    companion object {
        val SVG_SPREADMETHOD_UNKNOWN: Short
        val SVG_SPREADMETHOD_PAD: Short
        val SVG_SPREADMETHOD_REFLECT: Short
        val SVG_SPREADMETHOD_REPEAT: Short
        val SVG_UNIT_TYPE_UNKNOWN: Short
        val SVG_UNIT_TYPE_USERSPACEONUSE: Short
        val SVG_UNIT_TYPE_OBJECTBOUNDINGBOX: Short
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [SVGLinearGradientElement](https://developer.mozilla.org/en/docs/Web/API/SVGLinearGradientElement) to Kotlin
 */
public external abstract class SVGLinearGradientElement : SVGGradientElement {
    open val x1: SVGAnimatedLength
    open val y1: SVGAnimatedLength
    open val x2: SVGAnimatedLength
    open val y2: SVGAnimatedLength
    companion object {
        val SVG_SPREADMETHOD UNKNOWN: Short
        val SVG_SPREADMETHOD_PAD: Short
        val SVG_SPREADMETHOD_REFLECT: Short
        val SVG_SPREADMETHOD_REPEAT: Short
        val SVG_UNIT_TYPE_UNKNOWN: Short
        val SVG_UNIT_TYPE_USERSPACEONUSE: Short
        val SVG_UNIT_TYPE_OBJECTBOUNDINGBOX: Short
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [SVGRadialGradientElement](https://developer.mozilla.org/en/docs/Web/API/SVGRadialGradientElement) to Kotlin
 */
public external abstract class SVGRadialGradientElement : SVGGradientElement {
    open val cx: SVGAnimatedLength
    open val cy: SVGAnimatedLength
    open val r: SVGAnimatedLength
    open val fx: SVGAnimatedLength
    open val fy: SVGAnimatedLength
    open val fr: SVGAnimatedLength
    companion object {
        val SVG_SPREADMETHOD_UNKNOWN: Short
        val SVG_SPREADMETHOD_PAD: Short
        val SVG_SPREADMETHOD_REFLECT: Short
        val SVG_SPREADMETHOD_REPEAT: Short
        val SVG_UNIT_TYPE_UNKNOWN: Short
        valSVG_UNIT_TYPE_USERSPACEONUSE: Short
        val SVG_UNIT_TYPE_OBJECTBOUNDINGBOX: Short
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}
Apache 2.0 license that can be found in the license/LICENSE.txt file.

/*\n
** Exposes the JavaScript [Blob](https://developer.mozilla.org/en/docs/Web/API/Blob) to Kotlin
*\n
@kotlin.internal.InlineOnly
public inline fun BlobPropertyBag(type: String? = ":"): BlobPropertyBag {
    val o = js("({})")
    o["type"] = type
    return o
}

/**
 * Exposes the JavaScript [File](https://developer.mozilla.org/en/docs/Web/API/File) to Kotlin
 */
public external open class File(fileBits: Array<dynamic>, fileName: String, options: FilePropertyBag = definedExternally) : Blob {
    open val name: String
    open val lastModified: Int
}

public external interface FilePropertyBag : BlobPropertyBag {
    var lastModified: Int?
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun FilePropertyBag(lastModified: Int? = undefined, type: String? = ":"): FilePropertyBag {
    val o = js("({})")
    o["lastModified"] = lastModified
    o["type"] = type
    return o
}

/**
 * Exposes the JavaScript [FileReader](https://developer.mozilla.org/en/docs/Web/API/FileReader) to Kotlin
 */
public external open class FileReader : EventTarget {
    open val readyState: Short
    open val result: dynamic
    open val error: dynamic
    var onloadstart: ((ProgressEvent) -> dynamic)?
    var onprogress: ((ProgressEvent) -> dynamic)?
    var onload: ((Event) -> dynamic)?
    var onabort: ((Event) -> dynamic)?
    var onerror: ((Event) -> dynamic)?
    var onloadend: ((Event) -> dynamic)?
    fun readAsArrayBuffer(blob: Blob)
    fun readAsBinaryString(blob: Blob)
    fun readAsText(blob: Blob, label: String = definedExternally)
    fun readAsDataURL(blob: Blob)
    fun abort()

    companion object {
        val EMPTY: Short
        val LOADING: Short
        val DONE:
    }

/**
 * Exposes the JavaScript [FileReaderSync](https://developer.mozilla.org/en/docs/Web/API/FileReaderSync) to Kotlin
 */
public external
open class FileReaderSync {
    fun readAsArrayBuffer(blob: Blob): ArrayBuffer
    fun readAsBinaryString(blob: Blob): String
    fun readAsText(blob: Blob, label: String = definedExternally): String
    fun readAsDataURL(blob: Blob): String
}
definedExternally

@kotlin.internal.InlineOnly

@kotlin.internal.InlineOnly

    val o = js("{}")
    o["notification"] = notification
    o["action"] = action
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable
    o["composed"] = composed
    return o
}

@kotlin.internal.InlineOnly
    val o = js("{}")
    o["notification"] = notification
    o["action"] = action
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable
    o["composed"] = composed
    return o
}

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface NotificationPermission {
    companion object
}

public inline val NotificationPermission.Companion.DEFAULT: NotificationPermission get() = "default".asDynamic().unsafeCast<NotificationPermission>()

public inline val NotificationPermission.Companion.DENIED: NotificationPermission get() = "denied".asDynamic().unsafeCast<NotificationPermission>()

public inline val NotificationPermission.Companion.GRANTED: NotificationPermission get() = "granted".asDynamic().unsafeCast<NotificationPermission>()

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface NotificationDirection {
    companion object
}

public inline val NotificationDirection.Companion.AUTO: NotificationDirection get() = "auto".asDynamic().unsafeCast<NotificationDirection>()

public inline val NotificationDirection.Companion.LTR: NotificationDirection get() = "ltr".asDynamic().unsafeCast<NotificationDirection>()

public inline val NotificationDirection.Companion.RTL: NotificationDirection get() = "rtl".asDynamic().unsafeCast<NotificationDirection>()
RegistrationOptions {
    var scope: String?
        get() = definedExternally
        set(value) = definedExternally
    var type: WorkerType?
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun RegistrationOptions(scope: String? = undefined, type: WorkerType? = WorkerType.CLASSIC): RegistrationOptions {
    val o = js("({})")
    o["scope"] = scope
    o["type"] = type
    return o
}

/**
 * Exposes the JavaScript
[ServiceWorkerMessageEvent](https://developer.mozilla.org/en/docs/Web/API/ServiceWorkerMessageEvent) to Kotlin
 */
public external open class ServiceWorkerMessageEvent(type: String, eventInitDict: EventInit) : Event {
    open val data: Any?
    open val origin:
    String
    open val lastEventId: String
    open val source: UnionMessagePortOrServiceWorker?
    open val ports: Array<MessagePort>?

    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }

    public external interface ServiceWorkerMessageEventInit : EventInit {
        var data: Any?
            get() = definedExternally
            set(value) = definedExternally
        var origin: String?
            get() = definedExternally
            set(value) = definedExternally
        var lastEventId: String?
            get() = definedExternally
            set(value) = definedExternally
        var source: UnionMessagePortOrServiceWorker?
            get() = definedExternally
            set(value) = definedExternally
        var ports: Array<MessagePort>?
            get() = definedExternally
            set(value) = definedExternally
    }

    @kotlin.internal.InlineOnly
        val o = js("({})")
        o["data"] = data
        o["origin"] = origin
        o["lastEventId"] = lastEventId
        o["source"] = source
        o["ports"] = ports
        o["bubbles"] = bubbles
        o["cancelable"] = cancelable
        o["composed"] = composed
        return o
    }

    /**
     * Exposes the JavaScript
     [Client](https://developer.mozilla.org/en/docs/Web/API/Client) to Kotlin
     */
    public external abstract class Client : UnionClientOrMessagePortOrServiceWorker {
        open val url: String
        open val frameType: FrameType
        open val id: String
        fun postMessage(message: Any?, transfer: Array<dynamic> = definedExternally)
    }

    /**
     * Exposes the JavaScript
     [WindowClient](https://developer.mozilla.org/en/docs/Web/API/WindowClient) to Kotlin
     */
    public external abstract class WindowClient : Client {
        open val visibilityState: dynamic
        open val focused: Boolean
        fun focus(): Promise<WindowClient>
        fun navigate(url: String): Promise<WindowClient>
    }

    /**
     * Exposes the JavaScript
     [Clients](https://developer.mozilla.org/en/docs/Web/API/Clients) to Kotlin
     */
    public external abstract class Clients {
        fun get(id: String): Promise<Any?>
        fun matchAll(options: ClientQueryOptions = definedExternally): Promise<Array<Client>>
        fun openWindow(url: String): Promise<WindowClient>
    }

    public external interface ClientQueryOptions {
        var includeUncontrolled: Boolean? /* = false */
            get() = definedExternally
            set(value) = definedExternally
    }

    @kotlin.internal.InlineOnly
    public inline fun ClientQueryOptions(includeUncontrolled: Boolean? = false): ClientQueryOptions {
        val o = js("({})")
        o["includeUncontrolled"] = includeUncontrolled
        return o
    }

    fun skipWaiting(): Promise<Unit>
}

Open Source Used In DNAC Platform Frey 6107
```kotlin
package external open class ExtendableEvent(type: String, eventInitDict: ExtendableEventInit = definedExternally) : Event {
    fun waitUntil(f: Promise<Any?>? = null)

    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }
}

package external interface ExtendableEventInit : EventInit {

        val o = js("({})")
        o["bubbles"] = bubbles
        o["cancelable"] = cancelable
        o["composed"] = composed
        return o
    }
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable
    o["composed"] = composed
    return o
}

**Exposes the JavaScript InstallEvent(https://developer.mozilla.org/en/docs/Web/API/InstallEvent) to Kotlin\n*/
package external open class InstallEvent(type: String, eventInitDict: InstallEventInit = definedExternally) : ExtendableEvent {
    fun registerForeignFetch(options: ForeignFetchOptions)

    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }
}

package external interface ForeignFetchOptions {
    var scopes: Array<String>?
        get() = definedExternally
        set(value) = definedExternally
    var origins: Array<String>?
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun ForeignFetchOptions(scopes: Array<String>?, origins: Array<String>?): ForeignFetchOptions {
    val o = js("({})")
    o["scopes"] = scopes
    o["origins"] = origins
    return o
}

**Exposes the JavaScript FetchEvent(https://developer.mozilla.org/en/docs/Web/API/FetchEvent) to Kotlin\n*/
package external open class FetchEvent(type: String, eventInitDict: FetchEventInit) : ExtendableEvent {
    open val request: Request
    open val clientId: String?
    open val isReload: Boolean
    fun respondWith(r: Promise<Response>)

    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }
}

package external interface FetchEventInit : ExtendableEventInit {
    var request: Request?
        get() = definedExternally
        set(value) = definedExternally
    var clientId: String? /* = null */
        get() = definedExternally
        set(value) = definedExternally
    var isReload: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["request"] = request
    o["clientId"] = clientId
    o["isReload"] = isReload
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable
    o["composed"] = composed
    return o
}

package external interface ForeignFetchResponse {
    var response: Response?
        get() = definedExternally
        set(value) = definedExternally
    var origin: String?
        get() = definedExternally
        set(value) = definedExternally
    var headers: Array<String>?
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["response"] = response
    o["origin"] = origin
    o["headers"] = headers
    return o
}

**Exposes the JavaScript ExtendableMessageEvent(https://developer.mozilla.org/en/docs/Web/API/ExtendableMessageEvent) to Kotlin\n*/
package external open class ExtendableMessageEvent(type: String, eventInitDict: ExtendableMessageEventInit = definedExternally) : ExtendableEvent {
    fun respondWith(message: Any?)

    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }
}
```

---

Open Source Used In DNAC Platform Frey 6108
private val source: UnionClientOrMessagePortOrServiceWorker?
    open val ports: Array<MessagePort>?

    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }

public external interface ExtendableMessageEventInit : ExtendableEventInit {
    var data: Any?
        get() = definedExternally
        set(value) = definedExternally
    var origin: String?
        get() = definedExternally
        set(value) = definedExternally
    var lastEventId: String?
        get() = definedExternally
        set(value) = definedExternally
    var source: UnionClientOrMessagePortOrServiceWorker?
        get() = definedExternally
        set(value) = definedExternally
    var ports: Array<MessagePort>?
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["data"] = data
    o["origin"] = origin
    o["lastEventId"] = lastEventId
    o["source"] = source
    o["ports"] = ports
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable
    return o
}

/**
 * Exposes the JavaScript
 [Cache](https://developer.mozilla.org/en/docs/Web/API/Cache) to Kotlin
 */
public external abstract class Cache {
    fun match(request: dynamic, options: CacheQueryOptions = definedExternally): Promise<Any?>
    fun matchAll(request: dynamic = definedExternally, options: CacheQueryOptions = definedExternally): Promise<Array<Response>>
    fun add(request: dynamic): Promise<Unit>
    fun addAll(requests: Array<dynamic>): Promise<Unit>
    fun put(request: dynamic, response: Response): Promise<Unit>
    fun delete(request: dynamic, options: CacheQueryOptions = definedExternally): Promise<Boolean>
    fun keys(request: dynamic = definedExternally, options: CacheQueryOptions = definedExternally): Promise<Array<Request>>
}

public external interface CacheQueryOptions {
    var ignoreSearch: Boolean? = false
    var ignoreMethod: Boolean? = false
    var ignoreVary: Boolean? = false
    var cacheName: String?
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["ignoreSearch"] = ignoreSearch
    o["ignoreMethod"] = ignoreMethod
    o["ignoreVary"] = ignoreVary
    o["cacheName"] = cacheName
    return o
}

public external interface CacheBatchOperation {
    var type: String?
        get() = definedExternally
        set(value) = definedExternally
    var request: Request?
        get() = definedExternally
        set(value) = definedExternally
    var response: Response?
        get() = definedExternally
        set(value) = definedExternally
    var options: CacheQueryOptions?
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["type"] = type
    o["request"] = request
    o["response"] = response
    o["options"] = options
    return o
}

/**
 * Exposes the JavaScript
 [CacheStorage](https://developer.mozilla.org/en/docs/Web/API/CacheStorage) to Kotlin
 */
public external abstract class CacheStorage {
    fun match(request: dynamic, options: CacheQueryOptions = definedExternally): Promise<Any?>
    fun has(cacheName: String): Promise<Boolean>
    fun open(cacheName: String): Promise<Cache>
    fun delete(cacheName: String): Promise<Boolean>
    fun keys(): Promise<Array<String>>
}

public inline val ServiceWorkerState.Companion.INSTALLING:
ServiceWorkerState get() = "installing".asDynamic().unsafeCast<ServiceWorkerState>()
ServiceWorkerState.Companion.INSTALLED: ServiceWorkerState get() = "installed".asDynamic().unsafeCast<ServiceWorkerState>()
ServiceWorkerState.Companion.ACTIVATING: ServiceWorkerState get() = "activating".asDynamic().unsafeCast<ServiceWorkerState>()
ServiceWorkerState.Companion.ACTIVATED: ServiceWorkerState get() = "activated".asDynamic().unsafeCast<ServiceWorkerState>()
ServiceWorkerState.Companion.REDUNDANT: ServiceWorkerState get() = "redundant".asDynamic().unsafeCast<ServiceWorkerState>()

public inline val ServiceWorkerState.Companion.INSTALLED: ServiceWorkerState get() = "installed".asDynamic().unsafeCast<ServiceWorkerState>()

public inline val ServiceWorkerState.Companion.ACTIVATING: ServiceWorkerState get() = "activating".asDynamic().unsafeCast<ServiceWorkerState>()

public inline val ServiceWorkerState.Companion.ACTIVATED: ServiceWorkerState get() = "activated".asDynamic().unsafeCast<ServiceWorkerState>()

public inline val ServiceWorkerState.Companion.REDUNDANT: ServiceWorkerState get() = "redundant".asDynamic().unsafeCast<ServiceWorkerState>()

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface FrameType {
    companion object
}

public inline val FrameType.Companion.AUXILIARY: FrameType get() = "auxiliary".asDynamic().unsafeCast<FrameType>()

public inline val FrameType.Companion.TOP_LEVEL: FrameType get() = "top-level".asDynamic().unsafeCast<FrameType>()

public inline val FrameType.Companion.NESTED: FrameType get() = "nested".asDynamic().unsafeCast<FrameType>()

public inline val FrameType.Companion.NONE: FrameType get() = "none".asDynamic().unsafeCast<FrameType>()

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface ClientType {
    companion object
}

public inline val ClientType.Companion.WINDOW: ClientType get() = "window".asDynamic().unsafeCast<ClientType>()

public inline val ClientType.Companion.WORKER: ClientType get() = "worker".asDynamic().unsafeCast<ClientType>()

public inline val ClientType.Companion.SHAREDWORKER: ClientType get() = "sharedworker".asDynamic().unsafeCast<ClientType>()

public inline val ClientType.Companion.ALL: ClientType get() = "all".asDynamic().unsafeCast<ClientType>()

package org.w3c.xhr

import kotlin.js.*
import org.khronos.webgl.*
import org.w3c.css.masking.*
import org.w3c.dom.*
import org.w3c.dom.clipboard.*
import org.w3c.dom.css.*
import org.w3c.dom.events.*
import org.w3c.dom.mediacapture.*
import org.w3c.dom.parsing.*
import org.w3c.dom.pointerevents.*
import org.w3c.dom.svg.*
import org.w3c.dom.url.*
import org.w3c.fetch.*
import org.w3c.files.*
import org.w3c.notifications.*
import org.w3c.performance.*
import org.w3c.workers.*

/**
 * Exposes the JavaScript [XMLHttpRequestEventTarget](https://developer.mozilla.org/en/docs/Web/API/XMLHttpRequestEventTarget) to Kotlin
 */
public external abstract class XMLHttpRequestEventTarget : EventTarget {
    open var onloadstart: ((ProgressEvent) -> dynamic)?
    open var onprogress: ((ProgressEvent) -> dynamic)?
    open var onabort: ((Event) -> dynamic)?
    open var onerror: ((Event) -> dynamic)?
    open var onload: ((Event) -> dynamic)?
    open var ontimeout: ((Event) -> dynamic)?
    open var onloadend: ((Event) -> dynamic)?
}

public external abstract class XMLHttpRequestUpload : XMLHttpRequestEventTarget

/**
 * Exposes the JavaScript [XMLHttpRequest](https://developer.mozilla.org/en/docs/Web/API/XMLHttpRequest) to Kotlin
 */
public external open class XMLHttpRequest : XMLHttpRequestEventTarget {
    var onreadystatechange: ((Event) -> dynamic)?
    open val readyState: Short
    var timeout: Int
    var withCredentials: Boolean
    open val upload: XMLHttpRequestUpload
    open val responseURL: String?
    open val status: Short
    open val statusText: String?
    var responseType: XMLHttpRequestResponseType
    open val response: Any?
    open val responseType: XMLHttpRequestResponseType
    open val response: Any?
    open val responseText: String?
    open val responseTypeXML: Document?
    fun open(method: String, url: String): ((Event) -> dynamic)?
    fun open(method: String, url: String): ((Event) -> dynamic)?
    fun overrideMimeType(mime: String)

    companion object {
        val

Open Source Used In DNAC Platform Frey 6110
UNSENT: Short\n\nval OPENED: Short\n\nval HEADERS_RECEIVED: Short\n\nval LOADING: Short\n\nval DONE: Short

[FormData](https://developer.mozilla.org/en/docs/Web/API/FormData) to Kotlin

```kotlin
open class FormData(form: HTMLFormElement = definedExternally) {
    fun append(name: String, value: String)
    fun append(name: String, value: Blob, filename: String = definedExternally)
    fun delete(name: String)
    fun get(name: String): dynamic
    fun getAll(name: String): Array<dynamic>
    fun has(name: String): Boolean
    fun set(name: String, value: String)
    fun set(name: String, value: Blob, filename: String = definedExternally)
}
```

/**
 * Exposes the JavaScript `FormData` to Kotlin
 */

```kotlin
public external open class ProgressEvent(type: String, eventInitDict: ProgressEventInit = definedExternally) : Event {
    open val CAPTURING_PHASE: Short
    open val AT_TARGET: Short
    open val BUBBLING_PHASE: Short
    open val NONE: Short
}
```

```kotlin
public external open class ProgressEventInit : EventInit {
    var lengthComputable: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var loaded: Number? /* = 0 */
        get() = definedExternally
        set(value) = definedExternally
    var total: Number? /* = 0 */
        get() = definedExternally
        set(value) = definedExternally
}
```

```kotlin
@kotlin.internal.InlineOnly
    val o = js("({})")
    o["lengthComputable"] = lengthComputable
    o["loaded"] = loaded
    o["total"] = total
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable
    o["composed"] = composed
    return o
}
```

```kotlin
public object XMLHttpRequestResponseType {
    companion object
}
```

```kotlin
public inline val XMLHttpRequestResponseType.Companion.EMPTY: XMLHttpRequestResponseType get() = "".asDynamic().unsafeCast<XMLHttpRequestResponseType>()
public inline val XMLHttpRequestResponseType.Companion.ARRAYBUFFER: XMLHttpRequestResponseType get() = "arraybuffer".asDynamic().unsafeCast<XMLHttpRequestResponseType>()
public inline val XMLHttpRequestResponseType.Companion.BLOB: XMLHttpRequestResponseType get() = "blob".asDynamic().unsafeCast<XMLHttpRequestResponseType>()
public inline val XMLHttpRequestResponseType.Companion.DOCUMENT: XMLHttpRequestResponseType get() = "document".asDynamic().unsafeCast<XMLHttpRequestResponseType>()
public inline val XMLHttpRequestResponseType.Companion.IDBIndex: XMLHttpRequestResponseType get() = "idbindex".asDynamic().unsafeCast<XMLHttpRequestResponseType>()
public inline val XMLHttpRequestResponseType.Companion.JSON: XMLHttpRequestResponseType get() = "json".asDynamic().unsafeCast<XMLHttpRequestResponseType>()
public inline val XMLHttpRequestResponseType.Companion.TEXT: XMLHttpRequestResponseType get() = "text".asDynamic().unsafeCast<XMLHttpRequestResponseType>()
```

Open Source Used In DNAC Platform Frey 6111
c annotation class Experimental(val level: Level = Level.ERROR) {  
    /**
     * Severity of the diagnostic that should be reported on usages of experimental API which did not explicitly accept the experimental aspect of that API either by using [UseExperimental] or by being annotated with the corresponding marker annotation.
     */
    public enum class Level {
        /** Specifies that a warning should be reported on incorrect usages of this experimental API. */
        WARNING,
        /** Specifies that an error should be reported on incorrect usages of this experimental API. */
        ERROR,
    }
}

/**
 * Allows to use experimental API denoted by the given markers in the annotated file, declaration, or expression.
 * If a declaration is annotated with [UseExperimental], its usages are not required to opt-in to that experimental API.
 * This class is experimental itself and can only be used with the compiler argument `-Xuse-experimental=kotlin.Experimental`.
 */
@Target(
    CLASS,
    PROPERTY, LOCAL_VARIABLE, VALUE_PARAMETER, CONSTRUCTOR, FUNCTION,
    PROPERTY_GETTER, PROPERTY_SETTER, EXPRESSION, FILE,
    TYPEALIAS
)@Retention(SOURCE)@.SinceKotlin("1.2.50")@RequiresKotlinVersion(markerClass: KClass<out Annotation> = AnnotationTarget.CLASS, PROPERTY, CONSTRUCTOR, FUNCTION, TYPEALIAS)
@Retention(BINARY)@Target(CLASS, PROPERTY, FIELD, LOCAL_VARIABLE, VALUE_PARAMETER, CONSTRUCTOR, FUNCTION, PROPERTY_GETTER, PROPERTY_SETTER, TYPEALIAS)
@MustBeDocumented@ExperimentalStdlibApi
public annotation class ExperimentalStdlibApi

/*
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 */

package kotlin

import kotlin.annotation.AnnotationTarget.*
import kotlin.experimental.ExperimentalTypeInference

/**
 * Allows to infer generic type arguments of a function from the calls in the annotated function parameter of that function.
 *
 * When this annotation is placed on a generic function parameter of a function, it enables to infer the type arguments of that function from the lambda body passed to that parameter.
 *
 * The calls that affect inference are either members of the receiver type or extensions for that type. The extensions must be themselves annotated with `@BuilderInference`.
 */
@Target(VALUE_PARAMETER, FUNCTION, PROPERTY)
@Retention(AnnotationRetention.BINARY)@.SinceKotlin("1.3")@ExperimentalTypeInference
public annotation class BuilderInference

/*
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 */

package kotlin

import kotlin.annotation.AnnotationTarget.*
import kotlin.internal.RequireKotlin
import
Any usage of a declaration annotated with `@ExperimentalMultiplatform` must be accepted either by annotating that usage with the [UseExperimental] annotation, e.g. `@UseExperimental(ExperimentalMultiplatform::class)`, or by using the compiler argument `-Xuse-experimental=kotlin.ExperimentalMultiplatform`.

```kotlin
/**
 * The experimental multiplatform support API marker.
 *
 * Any usage of a declaration annotated with `@ExperimentalMultiplatform` must be accepted either by annotating that usage with the [UseExperimental] annotation, e.g. `@UseExperimental(ExperimentalMultiplatform::class)`, or by using the compiler argument `-Xuse-experimental=kotlin.ExperimentalMultiplatform`.
 */
@Experimental
@MustBeDocumented
@Target(
    CLASS,
    ANNOTATION_CLASS,
    PROPERTY,
    LOCAL_VARIABLE,
    VALUE_PARAMETER,
    CONSTRUCTOR,
    PROPERTY_GETTER,
    PROPERTY_SETTER,
    TYPEALIAS
)
@Retention(AnnotationRetention.BINARY)
@RequireKotlin("1.2.50", versionKind = RequireKotlinVersionKind.COMPILER_VERSION)
public annotation class ExperimentalMultiplatform

/**
 * Marks an expected annotation class that it isn't required to have actual counterparts in all platforms.
 * This annotation is only applicable to 'expect' annotation classes in multi-platform projects and marks that class as
 * 'optional'.
 */
@Target(ANNOTATION_CLASS)
@Retention(AnnotationRetention.BINARY)
@ExperimentalMultiplatform
@RequireKotlin("1.2.50", versionKind = RequireKotlinVersionKind.COMPILER_VERSION)
public annotation class OptionalExpectation

/*
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 * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.
 */
package kotlin.collections

import kotlin.js.JsName

/**
 * Provides a skeletal implementation of the read-only [Collection] interface.
 * @param E the type of elements contained in the collection. The collection is covariant on its element type.
 */
@SinceKotlin("1.1")
public abstract class AbstractCollection<out E> protected constructor() : Collection<E> {
    abstract override val size: Int
    abstract override fun iterator(): Iterator<E>

    override fun contains(element: @UnsafeVariance E): Boolean = any { it == element }

    override fun containsAll(elements: Collection<@UnsafeVariance E>): Boolean =
        elements.all { contains(it) } // use when js will support bound refs: elements.all(this::contains)

    override fun isEmpty(): Boolean = size == 0

    override fun toString(): String = joinToString(", ", "[", "]") {
        if (it === this) "(this Collection)" else it.toString()
    }

    /**
     * Returns new array of type `Array<Any?>` with the elements of this collection.
     */
    @JsName("toArray")
    protected open fun toArray(): Array<Any?> = copyToArrayImpl(this)

    /**
     * Fills the provided array or creates new array of the same type and fills it with the elements of this collection.
     */
    protected open fun <T> toArray(array: Array<T>): Array<T> = copyToArrayImpl(this, array)

    private enum class State {
        Ready,
        NotReady,
        Done,
        Failed
    }

    /**
     * Computes the next item in the iteration, called from the [computeNext] function
     */
    protected fun
fun orderedEquals(c: Collection<*>, other: Collection<*>): Boolean {
            if (c.size != other.size) return false

            var orderedHashCode = 1
            for (e in c) {
                orderedHashCode = 31 * orderedHashCode + (e?.hashCode() ?: 0)
            }
            return orderedHashCode
        }

        internal fun orderedHashCode(c: Collection<*>): Int {
            var hashCode = 1
            for (e in c) {
                hashCode = 31 * hashCode + (e?.hashCode() ?: 0)
            }
            return hashCode
        }

        internal fun orderedElementHashCode(index: Int, _size: Int): Int {
            return _size * index
        }

        internal fun orderedHashCode(c: Collection<*>): Int {
            var orderedHashCode = 1
            for (e in c) {
                orderedHashCode += orderedElementHashCode(e?.hashCode(), c.size)
            }
            return orderedHashCode
        }

        override fun equals(other: Any?): Boolean {
            if (other === this) return true
            if (other !is
                @SinceKotlin("1.1")
    private open inner class ListIteratorImpl(index: Int) :

    override fun listIterator(index: Int): ListIterator<E> = ListIteratorImpl(index)

    override fun listIterator(): ListIterator<E> = ListIteratorImpl(0)

    override fun previous(): E {
        if (!hasPrevious()) throw NoSuchElementException()
            return get(--index)
        }

        override fun previousIndex(): Int = index - 1

    override fun nextIndex(): Int = index

    override fun nextElement(): E = if (hasNext()) get(index++)

    @UnsafeVariance E): Int = indexOfLast { it == element }

    override fun lastIndexOf(element: E): Int = indexOfFirst { it == element }
private fun implFindEntry(key: K): Map.Entry<K, V>? = entries.firstOrNull { it.key == key }
This class is intended to help implementing read-only sets so it doesn’t support concurrent modification tracking.

*\n* @param E the type of elements contained in the set. The set is covariant on its element type.

*\n@SinceKotlin("1.1")\npublic abstract class AbstractSet<out E> protected constructor()

AbstractCollection<E>()., Set<E> \{\n\n/**\n * 
 * @param E the type of elements contained in the set. The set is covariant on its element type.

 *\n*/
@SinceKotlin("1.1")
public abstract class AbstractSet<out E> protected constructor() :

AbstractCollection<E>()

Set<E> \{\n\n/**\n * 
 * @param E the type of elements contained in the set. The set is covariant on its element type.

 *\n*/
@SinceKotlin("1.1")
public abstract class AbstractSet<out E> protected constructor() :

AbstractCollection<E>(), Set<E> \{\n\n/**\n * 
 * @param E the type of elements contained in the set. The set is covariant on its element type.

 *\n*/
@SinceKotlin("1.1")
public abstract class AbstractSet<out E> protected constructor() :

AbstractCollection<E>(), Set<E> \{\n
    /**
     * Compares this set with other set instance with the unordered structural equality.
     *
     * @return true, if [other] instance is a [Set] of the same size, all elements of which are
     * contained in this set.

     *\n    */
    override fun equals(other: Any?): Boolean {
        if (other != null) return untrue
        if (other is Set<*>) return false

        return setEquals(this, other)
    }

    /**
     * Returns the hash code value for this set.

     *\n    */
    override fun hashCode(): Int = unorderedHashCode(this)

    internal companion object {
        internal fun unorderedHashCode(c: Collection<*>) : Int {
            var hashCode = 0
            for (element in c) {
                hashCode += (element?.hashCode() ?: 0)
            }
            return hashCode
        }

        internal fun setEquals(c: Set<*>, other: Set<*>) : Boolean {
            if (c.size != other.size) return false

            return c.containsAll(other)
        }
    }

}
else -> if (v1 != v2) return false
    }

    }
    return
}

@SinceKotlin("1.3")
@PublishedApi
@kotlin.jvm.JvmName("contentDeepToString")
@kotlin.js.
    JsName("contentDeepToStringImpl")
internal fun <T> Array<out T>.contentDeepToStringImpl(): String {
    val length = size.coerceAtMost((Int.MAX_VALUE - 2) / 5) * 5 + 2 // in order not to overflow Int.MAX_VALUE
    return buildString(length) {
        contentDeepToStringInternal(this, mutableListOf())
    }
}

@UseExperimental(ExperimentalUnsignedTypes::class)
private fun <T> Array<out T>.contentDeepToStringInternal(result: StringBuilder, processed: MutableList<Array<*>>) {
    if (this in processed) {
        result.append("[...]")
        return
    }
    processed.add(this)
    result.append('[')

    for (i in indices) {
        if (i != 0) {
            result.append(', ')
        }
        val element = this[i] when (element) {
            null            -> result.append("null")
            is Array<*>     -> element.contentDeepToStringInternal(result, processed)
            is ByteArray    -> result.append(element.contentToString())
            is ShortArray   -> result.append(element.contentToString())
            is IntArray     -> result.append(element.contentToString())
            is LongArray    -> result.append(element.contentToString())
            is FloatArray   -> result.append(element.contentToString())
            is DoubleArray  -> result.append(element.contentToString())
            is CharArray    -> result.append(element.contentToString())
            is BooleanArray -> result.append(element.contentToString())
            is UByteArray   -> result.append(element.contentToString())
            is UShortArray  -> result.append(element.contentToString())
            is UIntArray    -> result.append(element.contentToString())
            is ULongArray   -> result.append(element.contentToString())
            else            -> result.append(element.toString())
        }
    }

    result.append(']')
    processed.removeAt(processed.lastIndex)
}
mutable map.

@param thisRef the object for which the value is requested (not used).
@param property the metadata for the property, used to get the name of property and store the value associated with that name in the map.

@param value the value to set.

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@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("MapsKt")

package kotlin.collections

/**
 * Returns the value for the given key, or the implicit default value for this map.
 * By default no implicit value is provided for maps and a [NoSuchElementException] is thrown.
 * To create a map with implicit default value use [withDefault] method.
 * This implicit default value is used when the original map doesn't contain a value for the specified key and no implicit default was provided for that map.
 */
@kotlin.internal.InlineOnly
public inline operator fun <V>
MutableMap<in String, in V>.setValue(thisRef: Any?, property: KProperty<*>, value: V) {
    this.put(property.name, value)
}

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 * This implicit default value is used when the original map doesn't contain a value for the specified key and no implicit default was provided for that map.
 */
@kotlin.internal.InlineOnly
public inline operator fun <V>
MutableMap<in String, in V>.setValue(thisRef: Any?, property: KProperty<*>, value: V) {
    this.put(property.name, value)
}
override fun put(key: K, value: V): V? = map.put(key, value)
override fun putAll(from: Map<out K, V>): V? = map.putAll(from)
override fun clear() = map.clear()
override fun getOrImplicitDefault(key: K): V = map.getOrElseNullable(key, { default(key) })

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*/

@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("CollectionsKt")

package kotlin.collections

import kotlin.random.Random

/**
 * Removes a single instance of the specified element from this collection, if it is present.
 * Allows to overcome type-safety restriction of `remove` that requires to pass an element of type `E`.
 * `return true` if the element has been successfully removed; `false` if it was not present in the collection.
 */
@Suppress("UNCHECKED_CAST")
public inline fun <T> MutableCollection<out T>.remove(element: T): Boolean =
    @Suppress("UNCHECKED_CAST") (this as MutableCollection<T>).remove(element)

/**
 * Removes all of this collection's elements that are also contained in the specified collection.
 * `return true` if any of the specified elements was removed from the collection,
 * `false` if the collection was not modified.
 */
@Suppress("UNCHECKED_CAST")
public inline fun <T> MutableCollection<out T>.removeAll(elements: Collection<T>): Boolean =
    @Suppress("UNCHECKED_CAST") (this as MutableCollection<T>).removeAll(elements)

/**
 * Retains only the elements in this collection that are contained in the specified collection.
 * `return true` if any element was removed from the collection, `false` if the collection was not modified.
 */
@Suppress("UNCHECKED_CAST")
public inline fun <T> MutableCollection<out T>.retainAll(elements: Collection<T>): Boolean =
    @Suppress("UNCHECKED_CAST") (this as MutableCollection<T>).retainAll(elements)

/**
 * Removes the element at the specified `index` from this list.
 * In Kotlin one should use the `MutableList.removeAt` function instead.
 */
@Deprecated("Use removeAt(index) instead.", ReplaceWith("removeAt(index)"), level = DeprecationLevel.ERROR)
@Suppress("UNCHECKED_CAST")
public inline fun <T> MutableList<T>.remove(index: Int): T = removeAt(index)

/**
 * Adds the specified `element` to this mutable collection.
 */
@Suppress("UNCHECKED_CAST")
public inline operator fun <T> MutableCollection<in T>.plusAssign(element: T) {
    this.add(element)
}

/**
 * Adds all elements of the given `elements` collection to this mutable collection.
 */
@Suppress("UNCHECKED_CAST")
public inline operator fun <T> MutableCollection<in T>.plusAssign(elements: Iterable<T>) {
    this.addAll(elements)
}

/**
 * Adds all elements of the given `elements` array to this mutable collection.
 */
@Suppress("UNCHECKED_CAST")
public inline operator fun <T> MutableCollection<in T>.plusAssign(elements: Array<T>) {
    this.addAll(elements)
}

/**
 * Adds all elements of the given `elements` sequence to this mutable collection.
 */
@Suppress("UNCHECKED_CAST")
public inline operator fun <T> MutableCollection<in T>.plusAssign(elements: Sequence<T>) {
    this.addAll(elements)
}

/**
 * Removes a single instance of the specified `element` from this mutable collection.
 */
@Suppress("UNCHECKED_CAST")
public inline fun <T> MutableCollection<out T>.minusAssign(element: T) {
    this.remove(element)
}

/**
 * Removes all elements contained in the given `elements` collection from this mutable collection.
 */
@Suppress("UNCHECKED_CAST")
public inline fun <T> MutableCollection<in T>.minusAssign(elements: Collection<T>): Boolean =
    @Suppress("UNCHECKED_CAST") (this as MutableCollection<T>).removeAll(elements)

/**
 * Removes all elements contained in the given `elements` array from this mutable collection.
 */
@Suppress("UNCHECKED_CAST")
public inline fun <T> MutableCollection<in T>.minusAssign(elements: Array<T>): Boolean =
    @Suppress("UNCHECKED_CAST") (this as MutableCollection<T>).removeAll(elements)

/**
 * Removes all elements contained in the given `elements` sequence from this mutable collection.
 */
@Suppress("UNCHECKED_CAST")
public inline fun <T> MutableCollection<in T>.minusAssign(elements: Sequence<T>): Boolean =
    @Suppress("UNCHECKED_CAST") (this as MutableCollection<T>).removeAll(elements)

/**
 * Adds all elements of the given `elements` collection to this mutable collection.
 */
@Suppress("UNCHECKED_CAST")
public inline fun <T>MutableCollection<in T>.addAll(elements: Iterable<T>): Boolean =
    @Suppress("UNCHECKED_CAST") (this as MutableCollection<T>).addAll(elements)

else -> {
    var result: Boolean = false
    for (item in elements)
if (add(item)) result = true
        return result
    }
}

/**
 * Adds all elements of the given
 * sequence to this [MutableCollection].
 */
public fun <T> MutableCollection<in T>.addAll(elements: Sequence<T>): Boolean {  
    var result: Boolean = false
    for (item in elements) {  
        if (add(item)) result = true
    }
    return result
}

/**
 * Adds all elements from the given [MutableCollection] that match the
 * given [predicate].
 */
public fun <T> MutableCollection<in T>.removeAll(predicate: (T) -> Boolean): Boolean = filterInPlace(predicate, true)

/**
 * Removes all elements from this [MutableList] that are also contained in the given [elements] collection.
 */
public fun <T> MutableList<T>.removeAll(elements: Iterable<T>): Boolean = removeAll(elements.convertToSetForSetOperationWith(this))

/**
 * Removes all elements from this [MutableList] that are also contained in the given [elements] array.
 */
public fun <T> MutableList<T>.removeAll(elements: Array<out T>): Boolean = removeAll(elements.toHashSet())

/**
 * Retains only elements of this [MutableList] that are also contained in the given [elements] collection.
 */
public fun <T> MutableList<T>.retainAll(elements: Iterable<T>): Boolean {  
    var result = false
    with(iterator()) {  
        while (hasNext()) {  
            if (predicate(next()) == true) {  
                remove()
                result = true
            }
        }
    }
    return result
}

/**
 * Retains only elements of this [MutableList] that are contained in the given [elements] collection.
 */
public fun <T> MutableList<T>.retainAll(elements: Iterable<T>): Boolean = retainAll(elements.convertToSetForSetOperationWith(this))

/**
 * Removes all elements from this [MutableList] that are contained in the given [elements] collection.
 */
public fun <T> MutableList<T>.removeAll(elements: Array<out T>): Boolean {  
    if (elements.isNotEmpty()) {  
        return retainAll(elements.convertToSetForSetOperationWith(this))
    } else {  
        return retainNothing()
    }
}

/**
 * Retains only elements of this [MutableList] that are contained in the given [elements] sequence.
 */
public fun <T> MutableList<T>.retainAll(elements: Sequence<T>): Boolean {  
    val set = elements.toHashSet()
    if (set.isNotEmpty()) {  
        return retainAll(elements.convertToSetForSetOperationWith(this))
    } else {  
        return retainNothing()
    }
}

private fun <T> MutableList<T>.retainNothing(): Boolean = isNotEmpty() && removeAll(elements.toHashSet())

private fun <T> MutableList<T>.removeAll(elements: Sequence<T>): Boolean {  
    val set = elements.toHashSet()
    if (set.isNotEmpty()) {  
        return retainAll(elements.convertToSetForSetOperationWith(this))
    } else {  
        return retainNothing()
    }
}

private fun <T> MutableList<T>.retainAll(elements: Sequence<T>): Boolean {  
    val set = elements.toHashSet()
    if (set.isNotEmpty()) {  
        return retainAll(elements.convertToSetForSetOperationWith(this))
    } else {  
        return retainNothing()
    }
}

private fun <T> MutableList<T>.retainNothing(): Boolean = isNotEmpty() && removeAll(elements.toHashSet())

private fun <T> MutableList<T>.removeAll(elements: Array<out T>): Boolean {  
    if (elements.isNotEmpty()) {  
        return retainAll(elements.convertToSetForSetOperationWith(this))
    } else {  
        return retainNothing()
    }
}
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public fun <T> MutableList<T>.shuffle(random: Random): Unit {
    for (i in lastIndex  downTo 1) {
        val j = random.nextInt(i + 1)
        val copy = this[i]
        this[i] = this[j]
        this[j] = copy
    }
}

/**
 * Returns a new list with the elements of this list randomly shuffled using the specified [random] instance as the source of randomness.
 */
@SinceKotlin("1.3")
public fun <T> MutableList<T>.shuffled(random: Random): List<T> = toMutableList().apply { shuffle(random) }

/**
 * Builds an [Iterator] lazily yielding values one by one. Its *
 * @sample samples.collections.BuilderActions.builderAction
 */
@SinceKotlin("1.3")
@Deprecated("Use 'BuilderInference' build method instead.", ReplaceWith("@BuilderInference build method"), level = DeprecationLevel.ERROR)
public fun <T> MutableList<T>.asBuilderInference(): BuilderInference<T> { return BuilderInference { suspend CoroutineUninterceptedScope<Unit>() { builderAction = this }() } }
inline fun <T> buildIterator(@BuilderInference noninline builderAction: suspend SequenceScope<T>().() -> Unit): Iterator<T> = builderAction() * Yields a value to the [Iterator] being built and suspends until the next value is requested. * Yields all values from the `iterator` to the [Iterator] being built * and suspends until all these values are iterated and the next one is requested.

* The sequence can be potentially infinite.*

@RestrictsSuspension
@SinceKotlin("1.3")
@public abstract class SequenceScope<in T> internal constructor() {
    /**
     * Yields a value to the [Iterator] being built and suspends until the next value is requested.
     * @sample samples.collections.Sequences.Building.buildSequenceYieldAll
     * @sample samples.collections.Sequences.Building.buildFibonacciSequence
     */
    override suspend fun yield(value: T)

    /**
     * Yields all values from the `iterator` to the [Iterator] being built * and suspends until all these values are iterated and the next one is requested.
     * @sample samples.collections.Sequences.Building.buildSequenceYieldAll
     */
    override suspend fun yieldAll(iterator: Iterator<T>)

    /**
     * Yields a collections of values to the [Iterator] being built * and suspends until all these values are iterated and the next one is requested.
     * The sequence can be potentially infinite.
     * @sample samples.collections.Sequences.Building.buildSequenceYieldAll
     */
    override suspend fun yieldAll(elements: Iterable<T>) {
        if (elements is Collection && elements.isEmpty()) return
        return yieldAll(elements.iterator())
    }

    /**
     * Yields potentially infinite sequence of values to the [Iterator] being built * and suspends until all these values are iterated and the next one is requested.
     * The sequence can be potentially infinite.
     * @sample samples.collections.Sequences.Building.buildSequenceYieldAll
     */
    override suspend fun yieldAll(sequence: Sequence<T>) = yieldAll(sequence.iterator())
}

@Deprecated("Use SequenceScope class instead.", ReplaceWith("SequenceScope<T>"), level = DeprecationLevel.ERROR)
@public typealias SequenceBuilder<T> = SequenceScope<T>

private typealias State = Int

private const val State_NotReady: State = 0
private const val State_ManyNotReady: State = 1
private const val State_ManyReady: State = 2
private const val State_Ready: State = 3
private const val State_Done: State = 4
private const val State_Failed: State = 5

private class SequenceBuilderIterator<T> : SequenceScope<T>(), Iterator<T>, Continuation<Unit> {
    private var state = State_NotReady
    private var nextValue: T? = null
    private var nextIterator: Iterator<T>? = null
    var nextStep: Continuation<Unit>? = null

    override fun hasNext(): Boolean {
        while (true) {
            when (state) {
                State_NotReady, State_ManyNotReady -> {
                    nextIterator?.let {
                        if (it.hasNext()) {
                            state = State_ManyReady
                            return true
                        } else {
                            nextIterator = null
                        }
                    }
                }

                State_ManyReady -> return false
                State_Done -> throw exceptionalState()
                else -> throw exceptionalState()
            }

            state = State_Done
        }
    }

    override fun next(): T {
        when (state) {
            State_NotReady, State_ManyNotReady -> null
            State_ManyReady -> {
                state = State_Done
                return nextIterator!!.next()
            }
            State_Ready -> {
                state = State_NotReady
                @Suppress("UNCHECKED_CAST")
                val result = nextValue as T
                nextValue = null
                return result
            }
            else -> throw exceptionalState()
        }
    }

    override suspend fun yield(value: T) {
        nextValue = value
        state = State_Ready
        return suspendCoroutineUninterceptedOrReturn { c -> c.resume(value) }
    }

    override suspend fun yieldAll(iterator: Iterator<T>) {
        if (!iterator.hasNext()) return
        nextIterator = iterator
        state = State_ManyReady
        return suspendCoroutineUninterceptedOrReturn { c -> c.resume(iterator) }
    }

    // Completion continuation implementation
    override fun resumeWith(result: Result<Unit>) {
        result.getOrThrow() // just rethrow exception if it is there
        state = State_Done
        override val context:
buffer.copyOf(newCapacity) else toArray(arrayOfNulls(newCapacity))
        return RingBuffer(newBuffer, size)

    /**
     * Add [element] to the buffer or fail with [IllegalStateException] if no free space available in the buffer
     */
    fun add(element: T) {
        if (isFull()) {
            throw IllegalStateException("ring buffer is full")
        }

        buffer[startIndex.forward(size)] = element
        size++
    }

    /**
     * Removes [n] first elements from the buffer or fails with [IllegalArgumentException] if not enough elements in the buffer to remove
     */
    fun removeFirst(n: Int) {
        require(n >= 0) { "n shouldn't be negative but it is $n" }
        require(n <= size) { "n shouldn't be greater than the buffer size: n = $n, size = $size" }

        if (n > 0) {
            val start = startIndex
            val end = start.forward(n)

            if (start > end) {
                buffer.fill(null, start, capacity)
            } else {
                buffer.fill(null, start, end)
            }

            startIndex = end
            size -= n
        }
    }

    @Suppress("NOTHING_TO_INLINE")
    private inline fun Int.forward(n: Int): Int = (this + n) % capacity
}

@ExperimentalUnsignedTypes
private fun partition(array: UByteArray, left: Int, right: Int): Int {
    var i = left
    var j = right

    var val pivot = array[(left + right) / 2]

    while (i <= j) {
        while (array[i] < pivot) i++
        while (array[j] > pivot) j--

        if (i <= j) {
            val tmp = array[i]
            array[i] = array[j]
            array[j] = tmp
            i++
            j--
        }
    }
    return i
}

@ExperimentalUnsignedTypes
private fun quickSort(array: UByteArray, left: Int, right: Int) {
    val index = partition(array, left, right)
    if (left < index - 1) quickSort(array, left, index - 1)
    if (index < right) quickSort(array, index, right)
}

@ExperimentalUnsignedTypes
private fun quickSort(array: UShortArray, left: Int, right: Int) {
    val index = partition(array, left, right)
    if (left < index - 1) quickSort(array, left, index - 1)
    if (index < right) quickSort(array, index, right)
}

@ExperimentalUnsignedTypes
private fun quickSort(array: UIntArray, left: Int, right: Int) {
    val index = partition(array, left, right)
    if (left < index - 1) quickSort(array, left, index - 1)
    if (index < right) quickSort(array, index, right)
}

@ExperimentalUnsignedTypes
private fun quickSort(array: ULongArray, left: Int, right: Int) {
    val index = partition(array, left, right)
    if (left < index - 1) quickSort(array, left, index - 1)
    if (index < right) quickSort(array, index, right)
}

/**
 * Sorts the given array using qsort algorithm.
 */
@ExperimentalUnsignedTypes
internal fun sortArray(array: UByteArray) = quickSort(array, 0, array.size - 1)
@ExperimentalUnsignedTypes
internal fun sortArray(array: UShortArray) = quickSort(array, 0, array.size - 1)
@ExperimentalUnsignedTypes
internal fun sortArray(array: UIntArray) = quickSort(array, 0, array.size - 1)
@ExperimentalUnsignedTypes
internal fun sortArray(array: ULongArray) = quickSort(array, 0, array.size - 1)

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UShortArray) = quickSort(array, 0, array.size - 1)
@ExperimentalUnsignedTypes
internal fun sortArray(array: UIntArray) = quickSort(array, 0, array.size - 1)
@ExperimentalUnsignedTypes
internal fun sortArray(array: ULongArray) = quickSort(array, 0, array.size - 1)
/*
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 */

package kotlin.contracts

import kotlin.internal.ContractsDsl
import kotlin.internal.InlineOnly

/**
 * This marker distinguishes the experimental contract declaration API and is used to opt-in for that feature * when declaring contracts of user functions.
 * Any usage of a declaration annotated with `@ExperimentalContracts` must be accepted either by
 * annotating that usage with the [UseExperimental] annotation, e.g.
 * `@UseExperimental(ExperimentalContracts::class)`, or by using the compiler argument `-Xuse-experimental=kotlin.contracts.ExperimentalContracts`.
 */
@Retention(AnnotationRetention.BINARY)
@SinceKotlin("1.3")
@Experimental
@MustBeDocumented
public annotation class ExperimentalContracts

/**
 * Provides a scope, where the functions of the contract DSL, such as [returns], [callsInPlace], etc., can be used to describe the contract of a function.
 * This type is used as a receiver type of the lambda function passed to the [contract] function.
 */
@ContractsDsl
@ExperimentalContracts
@SinceKotlin("1.3")
public interface ContractBuilder {
    /**
     * Describes a situation when a function returns normally, without any exceptions thrown.
     * Use [SimpleEffect.implies] function to describe a conditional effect that happens in such case.
     */
    @ContractsDsl public fun returns(): Returns

    /**
     * Describes a situation when a function returns normally with the specified return value.
     * The possible values of [value] are limited to `true`, `false` or `null`.
     * Use [SimpleEffect.implies] function to describe a conditional effect that happens in such case.
     */
    @ContractsDsl public fun returns(value: Any?): Returns

    /**
     * Describes a situation when a function returns normally with any value that is not `null`.
     * Use [SimpleEffect.implies] function to describe a conditional effect that happens in such case.
     */
    @ContractsDsl public fun returnsNotNull(): ReturnsNotNull

    /**
     * Specifies how many times a function invokes its function parameter in place.
     * See [ContractBuilder.callsInPlace] for the details of the call-in-place function contract.
     */
    @ContractsDsl
    @ExperimentalContracts
    @SinceKotlin("1.3")
    public enum class InvocationKind {
        /**
         * A function parameter will be invoked one time or not invoked at all.
         */
        AT_MOST_ONCE,

        /**
         * A function parameter will be invoked one or more times.
         */
        AT_LEAST_ONCE,

        /**
         * A function parameter will be invoked exactly one time.
         */
        EXACTLY_ONCE,

        /**
         * A function parameter is called in place, but it's unknown how many times it can be called.
         */
        UNKNOWN
    }
}

/**
 * Specifies the
contract of a function.

* The contract description must be at the beginning of a function and have at least one
effect. * Only the top-level functions can have a contract for now. * @param builder the lambda where
the contract of a function is described with the help of the [ContractBuilder] members. * @sample
samples.contracts.returnsContract

* @sample samples.contracts.returnsTrueContract

* @sample samples.contracts.returnsFalseContract

* @sample samples.contracts.returnsNullContract

* @sample samples.contracts.returnsNotNullContract

* @sample samples.contracts.callsInPlaceAtMostOnceContract

* @sample samples.contracts.callsInPlaceAtLeastOnceContract

* @sample samples.contracts.callsInPlaceExactlyOnceContract

* @sample samples.contracts.callsInPlaceUnknownContract

* The coroutines framework uses [ContinuationInterceptor.Key] to retrieve the
interceptor and * intercepts all coroutine continuations with [interceptContinuation] invocations.

* The key that defines *the* context interceptor.

* companion object Key :

* This function is invoked by coroutines framework when
 needed and the resulting continuations are * cached internally per each instance of the original [continuation].

* This function may simply return original [continuation] if it does not want to intercept this particular
continuation. * When the original [continuation] completes, coroutine framework invokes
[releaseInterceptedContinuation] with the resulting continuation if it was intercepted, that is if
`interceptContinuation` had previously * returned a different continuation instance. * public fun <T>
interceptContinuation(continuation: Continuation<T>): Continuation<T>

* Invoked for the continuation instance returned by [interceptContinuation] when the original
continuation completes and will not be used anymore. This function is invoked only if [interceptContinuation] * had returned a different
continuation instance from the one it was invoked with. * Default implementation does nothing. * returns a context containing
elements from this context and elements from another [context].

* @param continuation Continuation instance returned by this interceptor's [interceptContinuation] invocation.

* public fun releaseInterceptedContinuation(continuation: Continuation<*>) {{ do nothing by default

* @param context Continuation instance returned by this context's [interceptContinuation] invocation.

* Persistent context for the coroutine. It is an indexed set of [Element] instances. * An indexed set is a mix between a set and a map.

* Every element in this set has a unique [Key] and * returns the element with the given [key] from this context or `null`. * public operator fun <E :
Element> get(key: CoroutineContext.Key<E>): E? =

* if (key === Key) this

* do nothing by default

* not null

* public override operator fun <E :

* suppress("UNCHECKED_CAST") if (key === Key) this

* do nothing by default
context (and thus is fast to get when present)
val interceptor = removed[ContinuationInterceptor]
if (interceptor == null) CombinedContext(removed, element)
else
    CombinedContext(CombinedContext(left, element),
interceptor)

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 */

package kotlin.coroutines

import kotlin.coroutines.CoroutineContext.*
import kotlin.io.Serializable

/**
 * Base class for CoroutineContext.Element implementations.
 */
@SinceKotlin("1.3")
public abstract class AbstractCoroutineContextElement(public override val key: Key<*>) : Element

/**
 * An empty coroutine context.
 */
@SinceKotlin("1.3")
public object EmptyCoroutineContext : CoroutineContext, Serializable {
    private const val serialVersionUID: Long = 0

    private fun readResolve(): Any = EmptyCoroutineContext

    public override fun <E : Element> get(key: Key<E>): E? = null
    public override fun <R> fold(initial: R, operation: (R, Element) -> R): R = initial
    public override fun plus(context: CoroutineContext): CoroutineContext = context
    public override fun minusKey(key: Key<*>): CoroutineContext = this
    public override fun hashCode(): Int = 0
    public override fun toString(): String = "EmptyCoroutineContext"
}

//--------------------- internal impl ---------------------

// this class is not exposed, but is hidden inside implementations
// this is a left-biased list, so that `plus` works naturally
@SinceKotlin("1.3")
internal class CombinedContext(
    private val left: CoroutineContext,
    private val element: Element
) : CoroutineContext, Serializable {

    override fun <E : Element> get(key: Key<E>): E? {
        var cur = this
        while (true) {
            cur.element[key]?.let { return it }
            val next = cur.left
            if (next is CombinedContext) {
                cur = next
            } else {
                return next[key]
            }
        }
    }

    public override fun <R> fold(initial: R, operation: (R, Element) -> R): R =
            operation(left.fold(initial, operation), element)

    public override fun minusKey(key: Key<*>): CoroutineContext {
        element[key]?.let { return left }
        val newLeft = left.minusKey(key)
        return when {
            newLeft === left -> this
            newLeft === EmptyCoroutineContext -> element
            else ->
                CombinedContext(newLeft, element)
        }
    }

    private fun size(): Int {
        var cur = this
        var size = 2
        while (true) {
            cur = cur.left as? CombinedContext ?: return size
            size++
        }
    }

    private fun contains(element: Element): Boolean =
        get(element.key) == element

    private fun containsAll(context: CombinedContext): Boolean {
        var cur = context
        while (true) {
            if (!contains(cur.element)) return false
            val next = cur.next
            if (next is CombinedContext) {
                cur = next
            } else {
                return contains(next as Element)
            }
        }
    }

    override fun equals(other: Any?): Boolean =
        this === other || other is CombinedContext && other.size() == size() &&
        other.containsAll(this)

    override fun hashCode(): Int = left.hashCode() + right.hashCode()

    override fun toString(): String =
            "{\n            \"\" + fold("\"\") { acc, element ->
                val n = size
                if (n % 2 == 0)
                    acc + "\n        "
                else
                    acc + "\n        "
            }
            \"\" + "}\
        private fun toString(): String =
            if (this is CombinedContext) {
                if (this == EmptyCoroutineContext)
                    "}\
                else
                    this.toString()
            }

    private fun writeReplace(): Any {
        val elements =
                arrayOf(elements as Array<CoroutineContext>)
        check(elements.isEmpty())
        @Suppress("UNCHECKED_CAST")
        return Serialized(elements)
    }
}

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Serializable {
    companion object {
        private const val serialVersionUID: Long = 0L
    }

    private fun readResolve(): Any = elements.fold(EmptyCoroutineContext, CoroutineContext::plus)
}

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 */

@file:kotlin.jvm.JvmName("IntrinsicsKt")
@file:kotlin.jvm.JvmMultifileClass

package kotlin.coroutines.intrinsics

import kotlin.coroutines.*
import kotlin.internal.InlineOnly

/**
 * Obtains the current continuation instance inside suspend functions and either suspends
 * currently running coroutine or returns result immediately without suspension.
 * If the [block] returns the special [COROUTINE_SUSPENDED] value, it means that suspend function did suspend the execution and will not return any result immediately. In this case, the [Continuation] provided to the [block] shall be resumed by invoking [Continuation.resumeWith] at some moment in the future when the result becomes available to resume the computation. Otherwise, the return value of the [block] must have a type assignable to [T] and represents the result of this suspend function.
 * It means that the execution was not suspended and that the [Continuation] was provided to the [block] shall not be invoked.
 * As the result type of the [block] is declared as `Any?` and cannot be correctly type-checked, its proper return type remains on the conscience of the suspend function's author.
 * Invocation of [Continuation.resume] resumes coroutine directly in the invoker's thread without going through the
 * [ContinuationInterceptor] that might be present in the coroutine's [CoroutineContext].
 * It is the invoker's responsibility to ensure that a proper invocation context is established.
 * [Continuation.intercepted] can be used to acquire the intercepted continuation.
 * Note that it is not recommended to call either [Continuation.resume] nor [Continuation.resumeWithException] functions synchronously in the same stackframe where suspension function is run. Use [suspendCoroutine] as a safer way to obtain current continuation instance.
 */
@SinceKotlin("1.3")
@InlineOnly
@Suppress("UNUSED_PARAMETER")
public suspend inline fun <T> suspendCoroutineUninterceptedOrReturn(crossinline block: (Continuation<T>) -> Any?): T =
    throw NotImplementedError("Implementation of suspendCoroutineUninterceptedOrReturn is intrinsic")

/**
 * This value is used as a return value of [suspendCoroutineUninterceptedOrReturn] `block` argument to state that
 * the execution was suspended and will not return any result immediately.
 * Note: this value should not be used in general code. Using it outside of the context of
 * `suspendCoroutineUninterceptedOrReturn` function return value (including, but not limited to, storing this value in other properties, returning it from other functions, etc) can lead to unspecified behavior of the code.
 */
@SinceKotlin("1.3")
@PublishedApi // This class is Published API via serialized representation of SafeContinuation, don't rename/move/uninline enum class CoroutineSingletons { COROUTINE_SUSPENDED, UNDECIDED, RESUMED }
@PublishedApi // This class is Published API via serialized representation of SafeContinuation, don't rename/move/uninline enum class CoroutineSingletons

/** Performs a bitwise AND operation between the two values. */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public inline infix fun Byte.and(other: Byte): Byte =
    (this.toInt() and other.toInt()).toByte()

/** Performs a bitwise OR operation between the two values. */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public inline infix fun Byte.or(other: Byte): Byte =
    (this.toInt() or other.toInt()).toByte()

/** Performs a bitwise XOR operation between the two values. */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public inline fun Byte.xor(other: Byte): Byte =
    (this.toInt() xor other.toInt()).toByte()

/** Inverts the bits in this value. */
@SinceKotlin("1.1")
public inline fun Byte.inv(): Byte =
    (this.toInt().inv()).toByte()
*\@SinceKotlin("1.1")\n@kotlin.internal.InlineOnly\npublic inline infix fun Short.and(other: Short): Short =
  (this.toInt() and other.toInt()).toShort()

/** Performs a bitwise OR operation between the two values. */
*\@SinceKotlin("1.1")\n@kotlin.internal.InlineOnly\npublic inline infix fun Short.or(other: Short): Short =
  (this.toInt() or other.toInt()).toShort()

/** Performs a bitwise XOR operation between the two values. */
*\@SinceKotlin("1.1")\n@kotlin.internal.InlineOnly\npublic inline infix fun Short.xor(other: Short): Short =
  (this.toInt() xor other.toInt()).toShort()

/** Inverts the bits in this value. */
*\@SinceKotlin("1.1")\n@kotlin.internal.InlineOnly\npublic inline fun Short.inv(): Short =
  (this.toInt().inv()).toShort()


"*/

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 * license/LICENSE.txt file.
 * The experimental marker for type inference augmenting annotations.
 * Any usage of a declaration annotated with
 * `@ExperimentalTypeInference` must be accepted either by
 * annotating that usage with the [UseExperimental] annotation, e.g. `@UseExperimental(ExperimentalTypeInference::class)`,
 * or by using the compiler argument `-Xuse-experimental=kotlin.experimental.ExperimentalTypeInference`.
 */

package kotlin.experimental

/**
 * The experimental marker for type inference augmenting annotations.
 *
 * Any usage of a declaration annotated with
 * `@ExperimentalTypeInference` must be accepted either by
 * annotating that usage with the [UseExperimental] annotation, e.g. `@UseExperimental(ExperimentalTypeInference::class)`,
 * or by using the compiler argument `-Xuse-experimental=kotlin.experimental.ExperimentalTypeInference`.
 */
@Experimental(level = Experimental.Level.ERROR)
@MustBeDocumented
@Retention(AnnotationRetention.BINARY)
@Target(AnnotationTarget.ANNOTATION_CLASS)
@SinceKotlin("1.3")
public annotation class ExperimentalTypeInference

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 * annotating that usage with the [UseExperimental] annotation, e.g. `@UseExperimental(ExperimentalTypeInference::class)`,
 * or by using the compiler argument `-Xuse-experimental=kotlin.experimental.ExperimentalTypeInference`.
 */

package kotlin.internal

/**
 * Specifies that the corresponding type should be
 * ignored during type inference.
 */
@Target(AnnotationTarget.TYPE)
@Retention(AnnotationRetention.BINARY)
internal annotation class NoInfer

/**
 * Specifies that the constraint built for the type during type inference should be an equality one.
 */
@Target(AnnotationTarget.TYPE)
@Retention(AnnotationRetention.BINARY)
internal annotation class Exact

/**
 * Specifies that a corresponding member has the lowest priority in overload resolution.
 */
@Target(AnnotationTarget.FUNCTION,
AnnotationTarget.PROPERTY)
@Retention(AnnotationRetention.BINARY)
internal annotation class LowPriorityInOverloadResolution

/**
 * Specifies that a corresponding member has the highest priority in overload resolution. Effectively this means that
 * an extension annotated with this annotation will win in overload resolution over a member with the same signature.
 */
@Target(AnnotationTarget.FUNCTION,
AnnotationTarget.PROPERTY)
@Retention(AnnotationRetention.BINARY)
internal annotation class HidesMembers

/**
 * The value of this parameter should be mentioned in input types (argument types,
 * receiver type or expected type).
 */
@Target(AnnotationTarget.VALUE_PARAMETER)
@Retention(AnnotationRetention.BINARY)
@SinceKotlin("1.2")
internal annotation class AccessibleLateinitPropertyLiteral

/**
 * Specifies that this declaration can have dynamic receiver type.
 */
@Target(AnnotationTarget.FUNCTION,
AnnotationTarget.PROPERTY,
AnnotationTarget.PROPERTY_GETTER,
AnnotationTarget.PROPERTY_SETTER)
@Retention(AnnotationRetention.BINARY)
internal annotation class InlineOnly

/**
 * Specifies that this function should not be called directly without
 * inlining
 */
@Target(AnnotationTarget.FUNCTION,
AnnotationTarget.PROPERTY)
@Retention(AnnotationRetention.BINARY)
internal annotation class DynamicExtension

/**
 * The value of this parameter should be a property reference expression (`this::foo`),
 * referencing a `lateinit` property.
 */
@Target(AnnotationTarget.VALUE_PARAMETER)
@Retention(AnnotationRetention.BINARY)
internal annotation class AccessibleLateinitPropertyLiteral

/**
 * Specifies that this declaration is
 * only completely supported since the specified version.
 */
@Retention(AnnotationRetention.BINARY)
@Target(AnnotationTarget.ANNOTATION_CLASS)
@SinceKotlin("1.2")
public annotation class AccessibleLateinitPropertyLiteral

/**
 * The Kotlin compiler of an earlier version is going to
 * report a diagnostic on usages of this declaration.
 */
@Retention(AnnotationRetention.BINARY)
@Target(AnnotationTarget.ANNOTATION_CLASS)
@SinceKotlin("1.2")
public annotation class AccessibleLateinitPropertyLiteral

/**
 * The diagnostic message can be specified with [message], or via
 * [errorCode] (takes less space, but might not be immediately clear to the user).
 * The diagnostic severity can be
 */

specified with [level]: WARNING/ERROR means that either a warning or an error
* is going to be reported, HIDDEN means that the declaration is going to be removed from resolution completely.
* Note that prior to 1.2, only [RequireKotlinVersionKind.LANGUAGE_VERSION] was supported, so the Kotlin compiler before 1.2 is going to treat any [RequireKotlin] as if it requires the language version. Since 1.2, the Kotlin compiler supports
* [RequireKotlinVersionKind.LANGUAGE_VERSION], [RequireKotlinVersionKind.COMPILER_VERSION] and [RequireKotlinVersionKind.API_VERSION].
* If the actual value of [versionKind] is something different (e.g. a new version kind, added in future versions of Kotlin),
* Kotlin 1.2 is going to ignore this [RequireKotlin] altogether, where as Kotlin before 1.2 is going to treat this as a requirement
* on the language version.
*/
@Target(AnnotationTarget.CLASS,
    AnnotationTarget.FUNCTION, AnnotationTarget.PROPERTY, AnnotationTarget.CONSTRUCTOR,
    AnnotationTarget.TYPEALIAS)
@Retention(AnnotationRetention.SOURCE)
@Repeatable
@SinceKotlin("1.2")
internal annotation class RequireKotlin(
    val version: String,
    val message: String = "",
    val level: DeprecationLevel = DeprecationLevel.ERROR,
    val versionKind: RequireKotlinVersionKind =
    RequireKotlinVersionKind.LANGUAGE_VERSION,
    val errorCode: Int = -1
)

/**
 * The kind of the version that is required by [RequireKotlin].
 */
@SinceKotlin("1.2")
internal enum class RequireKotlinVersionKind {
    LANGUAGE_VERSION,
    COMPILER_VERSION,
    API_VERSION,
}

/**
 * Specifies that this declaration is a part of special DSL, used for constructing function's contract.
 */
@Retention(AnnotationRetention.BINARY)
@SinceKotlin("1.2")
internal annotation class ContractsDsl

package kotlin.properties

import kotlin.reflect.KProperty

/**
 * Standard property delegates.
 */
public object Delegates {
    /**
     * Returns a property delegate for a read/write property with a non-`null` value that is initialized not during
     * object construction time but at a later time.
     *
     * @sample samples.properties.Delegates.notNullDelegate
     */
    public fun <T : Any> notNull():
        ReadWriteProperty<Any?, T> = NotNullVar()

    /**
     * Returns a property delegate for a read/write property that calls a specified callback function when changed.
     * @param initialValue the initial value of the property.
     * @param onChange the callback which is called after the change of the property is made. The value of the property
     * has already been assigned results in an exception.
     * @sample samples.properties.Delegates.observableDelegate
     */
    public inline fun <T> observable(initialValue: T,
        crossinline onChange: (property: KProperty<*>, oldValue: T, newValue: T) -> Unit):
        ReadWriteProperty<Any?, T> =
            object : ObservableProperty<T>(initialValue) {
                override fun afterChange(property: KProperty<*>, oldValue: T, newValue: T) = onChange(property, oldValue, newValue)
            }

    /**
     * Returns a property delegate for a read/write property that calls a specified callback function when changed.
     * @param initialValue the initial value of the property.
     * @param onChange the callback which is called before a change to the property value is attempted.
     * If the callback returns `true` the value of the property is being set to the new value, and if the callback returns `false` the new value
     * is discarded and the property remains its old value.
     * @param onChanged the callback which is called after the change of the property is made.
     * The value of the property hasn't been changed yet, when this callback is invoked.
     * @sample samples.properties.Delegates.vetoableDelegate
     * @sample samples.properties.Delegates.throwVetoableDelegate
     */
    public inline fun <T> vetoable(initialValue: T,
        crossinline onChange: (property: KProperty<*>, oldValue: T, newValue: T) -> Boolean):
        ReadWriteProperty<Any?, T> =
            object : ObservableProperty<T>(initialValue) {
                override fun beforeChange(property: KProperty<*>, oldValue: T, newValue: T): Boolean = onChange(property, oldValue, newValue)
            }

    private class NotNullVar<T : Any>() : ReadWriteProperty<Any?, T> {
        private var
            value: T? = null

        public override fun getValue(thisRef: Any?, property: KProperty<*>): T {
            return value
        }
    }
}

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 * LICENSE.txt file.
 */

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nextLong(till: Long): Long = nextLong(0, till) // **/n * Gets the next random `Long` from the random number generator in the specified range.\n * \n * Generates a `Long` random value uniformly distributed between the specified [from] (inclusive) and [until] (exclusive) bounds.\n * \n * @throws IllegalArgumentException if [from] is greater than or equal to [until].\n
IllegalArgumentException if [from] is greater than or equal to [until].\n * \n * public open fun nextLong(from: Long, until: Long): Long {
    checkRangeBounds(from, until)\n    val n = until - from\n    if (n > 0) {\n        val rnd: Long\n        if (n and -n == n) {\n            val nLow = n.toInt()\n            val nHigh = (n ushr 32).toInt()\n            rnd = when {\n                nLow != 0 -> {
                    val bitCount = fastLog2(nLow)\n                    nextBits(bitCount).toLong() and 0xFFFF_FFFF\n                } else -> {
                    val bitCount = fastLog2(nHigh)\n                    nextBits(bitCount).toLong().shl(32) + nextInt()\n                }
            }\n            return if (n >= 0) {\n                from + rnd\n            } else {\n                until.nextDown() + rnd\n            }\n        } else {
            while (true) {
                val r1 = nextDouble() * (until / 2 - from / 2)\n                from + r1 + r1\n            }\n        }\n    } else {\n        throw IllegalArgumentException()
    }
}

nextDouble(from: Double, until: Double): Double = nextDouble(0.0, until) // **/n * Gets the next random `Double` from the random number generator in the specified range.\n * \n * Generates a `Double` random value uniformly distributed between 0 (inclusive) and 1 (exclusive).\n * \n * @throws IllegalArgumentException if [until] is negative or zero.\n
nextDouble(until: Double): Double = nextDouble(0.0, until) // **/n * Gets the next random `Double` from the random number generator in the specified range.\n * \n * Generates a `Double` random value uniformly distributed between 0 (inclusive) and [until] (exclusive).\n * \n * @throws IllegalArgumentException if [until] is negative or zero.\n
nextDouble(): Double = nextDouble(0.0, 1.0) // **/n * Gets the next random `Double` from the random number generator in the specified range.\n * \n * Generates a `Double` random value non-negative `Double` from the random number generator less than the specified [until] bound.\n * \n * @throws IllegalArgumentException if [until] is non-negative.\n
nextFloat(): Float = nextBits(24) / (1 shl 24).toFloat() // **/n * Gets the next random [Float] value uniformly distributed between 0 and 1.\n
nextFloat(): Double = doubleFromParts(nextBits(26), nextBits(27)) // **/n * Gets the next random `Double` from the random number generator in the specified range.\n * \n * Generates a `Double` random value distributed between 0 and 1.\n
nextByte(): Byte = nextBits(8).toByte() // **/n * Gets the next random [Byte] value uniformly distributed between 0 and 255.\n
nextBytes(size: Int): ByteArray = nextBytes(ByteArray(size)) // **/n * Fills the specified byte array with random bytes and returns it.\n
nextBytes(size: Int): ByteArray = nextBytes(ByteArray(size)) // **/n * The default random number generator.\n
* \n* On JVM this generator is thread-safe, its methods can be invoked from multiple threads.\n
* \n* @sample samples.random.Randoms.defaultRandom
nextInt(until: Int): Int = defaultRandom.nextInt(until)
override fun nextInt(from, until: Int): Int =
    defaultRandom.nextInt(from, until)

override fun nextLong(): Long = defaultRandom.nextLong()
override fun nextLong(until: Long): Long = defaultRandom.nextLong(until)
override fun nextDouble(): Double = defaultRandom.nextDouble()
override fun nextDouble(until: Double): Double = defaultRandom.nextDouble(until)

override fun nextFloat(): Float = defaultRandom.nextFloat()

override fun nextBytes(array: ByteArray): ByteArray = defaultRandom.nextBytes(array)
override fun nextBytes(size: Int): ByteArray = defaultRandom.nextBytes(size)
override fun nextBytes(array: ByteArray, fromIndex: Int, toIndex: Int): ByteArray =
    defaultRandom.nextBytes(array, fromIndex, toIndex)

@Deprecated("Use Default companion object instead", level = DeprecationLevel.HIDDEN)
@Suppress("DEPRECIATION_ERROR")
@kotlin.jvm.JvmField

@Deprecated("Use Default companion object instead", level = DeprecationLevel.HIDDEN)
public object Companion : Random() {
    override fun nextBits(bitCount: Int): Int = Default.nextBits(bitCount)
}

/**
 * Returns a repeatable random number generator seeded with the given [seed] `Int` value.
 * Two generators with the same seed produce the same sequence of values within the same version of Kotlin runtime.
 * @note Future versions of Kotlin may change the algorithm of this seeded number generator so that it will return a sequence of values different from the current one for a given seed.
 * @sample samples.random.Randoms.seededRandom
 */
@SinceKotlin("1.3")
public fun Random(seed: Int): Random =
    XorWowRandom(seed, seed.shr(31))

/**
 * Returns a repeatable random number generator seeded with the given [seed] `Long` value.
 * Two generators with the same seed produce the same sequence of values within the same version of Kotlin runtime.
 * @note Future versions of Kotlin may change the algorithm of this seeded number generator so that it will return a sequence of values different from the current one for a given seed.
 * @sample samples.random.Randoms.seededRandom
 */
@SinceKotlin("1.3")
public fun Random(seed: Long): Random =
    XorWowRandom(seed.toInt(), seed.shr(32).toInt())

/**
 * Gets the next random `Int` from the random number generator in the specified [range].
 * Generates an `Int` random value uniformly distributed in the specified [range]:
 * from `range.start` inclusive to `range.endInclusive` inclusive.
 * @throws IllegalArgumentException if [range] is empty.
 * @sample samples.random.Randoms.nextInt
 */
@SinceKotlin("1.3")
public fun Random.nextInt(range: IntRange): Int =
    when {
        range.isEmpty() -> throw IllegalArgumentException("Cannot get random in empty range: $range")
        range.first > Int.MAX_VALUE ->
            throw IllegalArgumentException("Cannot get random in empty range: $range")
        range.first >= Int.MIN_VALUE ->
            range.last + 1
        else ->
            nextInt(range.first, range.last + 1)
    }

/**
 * Gets the next random `Long` from the random number generator in the specified [range].
 * Generates a `Long` random value uniformly distributed in the specified [range]:
 * from `range.start` inclusive to `range.endInclusive` inclusive.
 * @throws IllegalArgumentException if [range] is empty.
 * @sample samples.random.Randoms.nextLong
 */
@SinceKotlin("1.3")
public fun Random.nextLong(range: LongRange): Long =
    when {
        range.isEmpty() -> throw IllegalArgumentException("Cannot get random in empty range: $range")
        range.first > Long.MAX_VALUE ->
            throw IllegalArgumentException("Cannot get random in empty range: $range")
        range.first >= Long.MIN_VALUE ->
            range.last + 1
        else ->
            nextLong(range.first, range.last + 1)
    }

internal expect fun defaultPlatformRandom(): Random
internal expect fun doubleFromParts(hi26: Int, low27: Int): Double

@UseExperimental(ExperimentalStdlibApi::class)
internal fun fastLog2(value: Int): Int =
    31 - value.countLeadingZeroBits()

internal fun Int.takeUpperBits(bitCount: Int): Int =
    this.ushr(32 - bitCount) and (-bitCount).shr(31)

internal fun checkRangeBounds(from: Int, until: Int) = require(until > from) {
    boundsErrorMessage(from, until)
}

internal fun checkRangeBounds(from: Long, until: Long) = require(until > from) {
    boundsErrorMessage(from, until)
}

internal fun checkRangeBounds(from: Double, until: Double) = require(until > from) {
    boundsErrorMessage(from, until)
}

internal fun boundsErrorMessage(from: Any, until: Any) =
    "Random range is empty: [$from, $until)."
package kotlin.random

/**
 * Gets the next random [UInt] from the random number generator.
 * Generates a [UInt] random value uniformly distributed between
 * [UInt.MIN_VALUE] and [UInt.MAX_VALUE] (inclusive).
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun Random.nextUInt(): UInt =
    nextInt().toUInt()

/**
 * Gets the next random [UInt] from the random number generator less than the specified
 * [until] bound. Generates a [UInt] random value uniformly distributed between ‘0’ (inclusive)
 * and the specified [until] bound (exclusive).
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun Random.nextUInt(until: UInt): UInt =
    nextInt(0u until until).toUInt()

/**
 * Gets the next random [UInt] from the random number generator in the specified
 * range. Generates a [UInt] random value uniformly distributed between the specified [from] (inclusive)
 * and [until] (exclusive) bounds.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun Random.nextUInt(from: UInt, until: UInt): UInt {
    checkUIntRangeBounds(from, until)
    val signedFrom = from.toInt() xor Int.MIN_VALUE
    val signedUntil = until.toInt() xor Int.MIN_VALUE
    val signedResult = nextInt(signedFrom, signedUntil) xor Int.MIN_VALUE
    return signedResult.toUInt()
}

/**
 * Gets the next random [ULong] from the random number generator.
 * Generates a [ULong] random value uniformly distributed between [ULong.MIN_VALUE] and
 * [ULong.MAX_VALUE] (inclusive).
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun Random.nextULong(): ULong =
    nextLong().toULong()

/**
 * Gets the next random [ULong] from the random number generator less than the specified
 * [until] bound.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun Random.nextULong(until: ULong): ULong =
    nextULong(0uL until until).toULong()

/**
 * Gets the next random [ULong] from the random number generator in the specified range.
 * Generates a [ULong] random value uniformly distributed between the specified [from] (inclusive)
 * and [until] (exclusive) bounds.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun Random.nextULong(from: ULong, until: ULong): ULong {
    checkULongRangeBounds(from, until)
    val signedFrom = from.toLong() xor Long.MIN_VALUE
    val signedUntil = until.toLong() xor Long.MIN_VALUE
    val signedResult =
        nextLong(signedFrom, signedUntil).toLong() xor Long.MIN_VALUE
    return signedResult.toULong()
}

/**
 * Gets the next random [ULong] from the random number generator in the specified [range].
 * Generates a [ULong] random value uniformly distributed between the specified [from] (inclusive)
 * and [until] (exclusive) bounds.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun Random.nextULong(range: ULongRange): ULong =
    when {
        range.isEmpty() -> throw IllegalArgumentException("Cannot get random in empty range: $range")
        range.last < ULong.MAX_VALUE ->
            nextULong(range.first, range.last + 1uL)
        range.first > ULong.MIN_VALUE ->
            nextULong(range.first - 1uL, range.last) + 1uL
        else -> nextUInt(range)
    }

/**
 * Fills the specified unsigned byte [array] with random bytes and returns it.
 * @return [array] filled with random bytes.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun Random.nextUBytes(array: UByteArray): UByteArray {
    nextBytes(array.asByteArray())
    return array
}

/**
 * Creates an unsigned byte array of the specified [size], filled with random bytes.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun Random.nextUBytes(size: Int): UByteArray
= nextBytes(size).asUByteArray() /* Fills a subrange of the specified 'UByte' array starting from [fromIndex] inclusive and ending [toIndex] exclusive with random UBytes. */ return [array with the subrange filled with random bytes.]

/**
 * Fills a subrange of the specified `UByte` array starting from [fromIndex] inclusive and ending [toIndex] exclusive with random UBytes.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun Random.nextUBytes(array: UByteArray, fromIndex: Int = 0, toIndex: Int = array.size): UByteArray {
    nextBytes(array.asByteArray(), fromIndex, toIndex)
    return array
}


@ExperimentalUnsignedTypes
internal fun checkUIntRangeBounds(from: UInt, until: UInt) = require(until > from) { boundsErrorMessage(from, until) }
@ExperimentalUnsignedTypes
internal fun checkULongRangeBounds(from: ULong, until: ULong) = require(until > from) { boundsErrorMessage(from, until) }

/*
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package kotlin.random

/**
 * Random number generator, algorithm "xorwow" from p. 5 of Marsaglia, "Xorshift RNGs". */

package kotlin.random

/**
 * Random number generator, algorithm "xorwow" from p. 5 of Marsaglia, "Xorshift RNGs".
 */
internal class XorWowRandom
internal constructor(
    private var x: Int,
    private var y: Int,
    private var z: Int,
    private var w: Int,
    private var v: Int,
    private var addend: Int
) : Random() {

    internal constructor(seed1: Int, seed2: Int) :
            this(seed1, seed2, 0, 0, seed1.inv(), (seed1 shl 10) xor (seed2 ushr 4))

    init {
        require((x or y or z or w or v) != 0) { "Initial state must have at least one non-zero element." }
        // some trivial seeds can produce several values with zeroes in upper bits, so we discard first 64
        repeat(64) { nextInt() }
    }

    override fun nextInt(): Int {
        var t = x
        t = t xor (t ushr 2)
        x = y
        y = z
        z = w
        val v0 = v
        w = v0
        t = (t xor (t shl 1)) xor v0 xor (v0 shl 4)
        v = t
        addend += 362437
        return t + addend
    }

    override fun

*fun* nextBits(bitCount: Int): Int =

**
 * Represents a range of floating point numbers. * Extends [ClosedRange] interface providing custom operation [lessThanOrEquals] for comparing values of range domain type. * Extends [ClosedRange] interface providing custom operation [lessThanOrEquals] for comparing values of range domain type.
 */

package kotlin.ranges

/**
 * Represents a range of [Comparable] values.
 */
private open class ComparableRange<T : Comparable<T>>(
    override val start: T,
    override val endInclusive: T
) : ClosedRange<T> {

    override fun equals(other: Any?): Boolean {
        return other is ComparableRange<*> && (isEmpty() && other.isEmpty() ||
                start == other.start && endInclusive == other.endInclusive)
    }

    override fun hashCode(): Int {
        return if (isEmpty()) -1 else 31 * start.hashCode() + endInclusive.hashCode()
    }

    override fun toString(): String = "$start..$endInclusive"
}

/**
 * A closed range of values of type `Double`.
 */
private class ClosedDoubleRange(
    start: Double,
    endInclusive: Double
) : ClosedFloatingPointRange<Double> {
    private val _start = start
    private val _endInclusive = endInclusive
    override val start: Double get() = _start
    override val endInclusive: Double get() = _endInclusive
    override fun lessThanOrEquals(a: Double, b: Double): Boolean = a <= b
    override fun contains(value: Double): Boolean = value >= _start && value <= _endInclusive
    override fun override fun hashCode(): Int {
        return if (isEmpty()) -1 else 31 * start.hashCode() + endInclusive.hashCode()
    }

    override fun override fun toString(): String = "$start..$endInclusive"
@sample samples.ranges.Ranges.rangeFromComparable

/**
 * Creates a range from this [Double] value to the specified [that] value.
 * Returns `true` if this iterable range contains the specified [element].
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
    element != null &&
    contains(element)

internal fun checkStepIsPositive(isPositive: Boolean, step: Number) {
    if (!isPositive)
        throw IllegalArgumentException("Step must be positive, was: $step.")
}


package kotlin.reflect

/**
 * Returns a runtime representation of the given reified type [T] as an instance of [KType].
 */
@Suppress("unused") // KT-12448
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public inline fun <reified T> typeOf(): KType =
    throw UnsupportedOperationException("This function is implemented as an
intrinsic on all supported platforms.")
Open Source Used In DNAC Platform Frey

String.trimIndent(): String = replaceIndent("\n\n")/*
 * Detects a common minimal indent like it does [trimIndent] and replaces it with the specified [newIndent].
 */

fun String.replaceIndent(newIndent: String = ""): String {
    val lines = lines()

    val minCommonIndent = lines
        .filter(String::isNotBlank)
        .map(String::indentWidth)
        .min() ?: 0

    return lines.reindent(length + newIndent.length * lines.size, getIndentFunction(newIndent), { line -> line.drop(minCommonIndent) })
}

/**
 * Detects a common minimal indent of all the input lines, removes it from every line and also removes the first and the last lines if they are blank (notice difference blank vs empty).
 */

fun String.trimIndent(): String = replaceIndent("\n\n")/*
 * Detects a common minimal indent that does [trimIndent] and replaces it with the specified [newIndent].
 */

fun String.replaceIndent(newIndent: String = ""): String {
    val lines = lines()

    val minCommonIndent = lines
        .filter(String::isNotBlank)
        .map(String::indentWidth)
        .min() ?: 0

    return lines.reindent(length + newIndent.length * lines.size, getIndentFunction(newIndent), { line -> line.drop(minCommonIndent) })
}

/**
 * Prepends [indent] to every line of the original string.
 */
fun String.prependIndent(indent: String = "    "): String =
    lineSequence()
        .map {
            when {
                it.isBlank() -> {
                    when {
                        it.length < indent.length -> indent
                        else -> it
                    }
                }
                else -> indent + it
            }
        }
        .joinTo(StringBuilder(resultSizeEstimate), "\n")
        .toString()

fun String.trimIndent(): String = replaceIndent("\n\n")/*
 * Detects a common minimal indent of all the input lines, removes it from every line and also removes the first and the last lines if they are blank (notice difference blank vs empty).
 */

fun String.trimIndent(): String = replaceIndent("\n\n")/*
 * Detects a common minimal indent that does [trimIndent] and replaces it with the specified [newIndent].
 */

fun String.replaceIndent(newIndent: String = ""): String {
    val lines = lines()

    val minCommonIndent = lines
        .filter(String::isNotBlank)
        .map(String::indentWidth)
        .min() ?: 0

    return lines.reindent(length + newIndent.length * lines.size, getIndentFunction(newIndent), { line -> line.drop(minCommonIndent) })
}

/**
 * Detects a common minimal indent like it does [trimIndent] and replaces it with the specified [newIndent].
 */

fun String.replaceIndent(newIndent: String = ""): String {
    val lines = lines()

    val minCommonIndent = lines
        .filter(String::isNotBlank)
        .map(String::indentWidth)
        .min() ?: 0

    return lines.reindent(length + newIndent.length * lines.size, getIndentFunction(newIndent), { line -> line.drop(minCommonIndent) })
}
 */
    public const val bullet: Char = '\u2022'
    /** The character • */
    public const val ellipsis: Char = '\u2026'
    /** The character ′ */
    public const val prime: Char = '\u2032'

    /** The character ″ */
    public const val doublePrime: Char = '\u2033'
    /** The character € */
    public const val euro: Char = '\u20AC'
    /** The character ™ */
    public const val tm: Char = '\u2122'
    /** The character ≈ */
    public const val almostEqual: Char = '\u2248'
    /** The character ≠ */
    public const val notEqual: Char = '\u2260'
    /** The character ≤ */
    public const val lessOrEqual: Char = '\u2264'
    /** The character ≥ */
    public const val greaterOrEqual: Char = '\u2265'
}/*
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 */

package kotlin.text

/**
 * Represents a collection of captured groups in a single match of a regular expression.
 * This collection has size of `groupCount + 1` where `groupCount` is the count of groups in the regular expression.
 * Groups are indexed from 1 to `groupCount` and group with the index 0 corresponds to the entire match.
 * * An element of the collection at the particular index can be `null`, if the corresponding group in the regular expression is optional and
 * * there was no match captured by that group.
 */
public interface MatchGroupCollection : Collection<MatchGroup?> {

    /** Returns a group with the specified [index].
     * @return An instance of [MatchGroup] if the group with the specified [index] was matched or `null` otherwise.
     * Groups are indexed from 1 to the count of groups in the regular expression. A group with the index 0 corresponds to
     * the entire match.
     */
    public operator fun get(index: Int): MatchGroup?

    /**
     * A collection of groups matched by the regular expression.
     * This collection has size of `groupCount + 1` where `groupCount` is the count of groups in the regular expression.
     * Groups are indexed from 1 to `groupCount` and group with the index 0 corresponds to the entire match.
     * * A list of matched indexed group values.
     * * Groups are indexed from 1 to `groupCount` and group with the index 0 corresponds to the entire match.
     * * If the group in the regular expression is optional and there were no match captured by that group, corresponding item in
     * [groupValues] is an empty string.
     */
    public val groups: MatchGroupCollection
    /**
     * An instance of [MatchResult.Destructured] wrapper providing components for destructuring assignment of group
     * values.
     * * component1 corresponds to the value of the first group, component2 of the second, and so on.
     * * If the group in the regular expression is optional and there were no match captured by that group, corresponding component value is an empty string.
     */
    public val groupValues: List<String>

    /**
     * Provides components for destructuring assignment of group values.
     * * component1 corresponds to the value of the first group, component2 of the second, and so on.
     * * If the group in the regular expression is optional and there were no match captured by that group, corresponding component value is an empty string.
     */
    public class Destructured internal constructor(public val match: MatchResult) {
        @kotlin.internal.InlineOnly
        public operator inline fun component1(): String = match.groupValues[1]
    }

    /** Returns a new [MatchResult] with the results for the next match, starting at the position
     * at which the last match ended (at the character after the last matched character).
     */
    public fun next(): MatchResult?

    /**
     * Provides components for destructuring assignment of group values.
     * * component1 corresponds to the value of the first group, component2 of the second, and so on.
     * * If the group in the regular expression is optional and there were no match captured by that group, corresponding component value is an empty string.
     */
    public val destructured: Destructured get() = Destructured(this)
}
component2(): String = match.groupValues[2]
component3(): String = match.groupValues[3]
component4(): String = match.groupValues[4]
component5(): String = match.groupValues[5]
component6(): String = match.groupValues[6]
component7(): String = match.groupValues[7]
component8(): String = match.groupValues[8]
component9(): String = match.groupValues[9]
component10(): String = match.groupValues[10]
/*
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 * Apache 2.0 license that can be found in the license/LICENSE.txt file.
 */

package kotlin.time

/**
 * A
 * source of time for measuring time intervals.
 * The only operation provided by the clock is [markNow]. It
 * returns a [ClockMark], which can be used to query the elapsed time later.
 * Marks a time point on this clock.
 * The returned [ClockMark] instance encapsulates captured time point
 * and allows querying
 * * The duration of time interval [elapsed][ClockMark.elapsedNow] from that point.
 * * Represents a time point notched on a particular [Clock]. Remains
 * bound to the clock it was taken from and allows querying for the duration of time elapsed from that point (see
 * the function [elapsedNow]).
 * Returns the amount of time passed from this clock mark on the clock from which this mark was taken.
 * * Note that the value returned by this function can change on subsequent invocations.
 * * Returns a clock mark on the same clock that is ahead of this clock mark by the specified [duration].
 * * The returned clock mark is more _late_ when the [duration] is positive, and more _early_ when the [duration] is negative.
 * * public operator inline fun plus(duration: Duration): ClockMark = AdjustedClockMark(this, duration)
 * * Returns a clock mark on the same clock that is behind this clock mark by the specified [duration].
 * * The returned clock mark is more _early_ when the [duration] is positive, and more _late_ when the [duration] is negative.
 * * public operator inline fun minus(duration: Duration): Duration
 * * Returns false if this clock mark has not passed according to the clock from which this mark was taken.
 * * Note that the value returned by this function can change on subsequent invocations.
 * * If the clock is monotonic, it can change only from `false` to `true`, namely, when the clock mark becomes behind the current point of the clock.
 * * public operator inline fun hasPassedNow(): Boolean = !elapsedNow().isNegative()
 * * Returns false if this clock mark has not passed according to the clock from which this mark was taken.
 * * Note that the value returned by this function can change on subsequent invocations.
 * * If the clock is monotonic, it can change only from `true` to `false`, namely, when the clock mark becomes behind the current point of the clock.
 * 
 * Operation is disallowed.
 */
override fun plus(duration: Duration): ClockMark = AdjustedClockMark(mark, adjustment + duration)

package

/**
 * The most precise clock available in the platform.
 * @property unit The unit in which this clock readings are expressed.
 */

open class MonoClock : MonoClock

/*
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 */

open class AbstractLongClock(protected val unit: DurationUnit) : Clock {
    /**
     * This protected method should be overridden to return the current reading of the clock expressed as a [Long] number in the unit specified by the [unit] property.
     */
    protected abstract fun read(): Long

    private class LongClockMark(private val startedAt: Long, private val clock: AbstractLongClock, private val offset: Duration) : ClockMark() {
        override fun elapsedNow(): Duration = (clock.read() - startedAt).toDuration(clock.unit) - offset
        override fun plus(duration: Duration): ClockMark = LongClockMark(startedAt + duration, clock, offset + duration)
    }

    override fun markNow(): ClockMark = LongClockMark(read(), this, Duration.ZERO)
}

open class AbstractDoubleClock(protected val unit: DurationUnit) : Clock {
    /**
     * This protected method should be overridden to return the current reading of the clock expressed as a [Double] number in the unit specified by the [unit] property.
     */
    protected abstract fun read(): Double

    private class DoubleClockMark(private val startedAt: Double, private val clock: AbstractDoubleClock, private val offset: Duration) : ClockMark() {
        override fun elapsedNow(): Duration = (clock.read() - startedAt).toDuration(clock.unit) - offset
        override fun plus(duration: Duration): ClockMark = DoubleClockMark(startedAt + duration, clock, offset + duration)
    }

    override fun markNow(): ClockMark = DoubleClockMark(read(), this, Duration.ZERO)
}

class TestClock : AbstractLongClock(unit = DurationUnit.NANOSECONDS) {
    private var reading: Long = 0L

    override fun read(): Long = reading

    /**
     * Advances the current reading value of this clock by the specified [duration].
     * [duration] value is rounded down towards zero when converting it to a [Long] number of nanoseconds.
     * For example, if the duration being added is `0.6.nanoseconds`, the clock reading won't advance
     * because the duration value will be rounded to zero nanoseconds.
     * @throws IllegalStateException when the reading value overflows as the result of this operation.
     */
    public operator fun plusAssign(duration: Duration) {
        val delta = duration.toDouble(unit)
        val longDelta = delta.toLong()
        reading = if (longDelta != Long.MIN_VALUE && longDelta != Long.MAX_VALUE) {
            // when delta fits in long, add it as long
            val newReading = reading + longDelta
            if (reading xor longDelta >= 0 && reading xor newReading < 0) overflow(duration)
            newReading
        } else {
            // when delta is greater than long,
            add it as double
            val newReading = reading + delta
            if (newReading > Long.MAX_VALUE ||
                newReading < Long.MIN_VALUE) overflow(duration)
            newReading.toLong()
        }
    }

    private fun overflow(duration: Duration) {
        throw IllegalStateException("TestClock will overflow if its reading ${reading}ns is advanced by $duration.")
    }
}

/*
public interface WallClock {
    fun currentTimeMilliseconds(): Long

    companion object : WallClock, AbstractLongClock(unit = DurationUnit.MILLISECONDS) {
        override fun currentTimeMilliseconds(): Long = System.currentTimeMillis()
        override fun read(): Long = System.currentTimeMillis()
        override fun
    }
*/
toString(): String = "WallClock(System.currentTimeMillis())"
    }
}
*/

/*
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 */

package kotlin.time

import kotlin.math.abs

@UseExperimental(ExperimentalTime::class)
private inline val storageUnit get() = DurationUnit.NANOSECONDS

/**
 * Represents the amount of time one instant of time is away from another instant.
 * A negative duration is possible in a situation when the second instant is earlier than the first one.
 * An infinite duration value [Duration.INFINITE] can be used to represent infinite timeouts.
 * To construct a duration use either the extension function [toDuration], or the extension properties [hours], [minutes], [seconds], and so on.
 * A duration value is available on [Int], [Long], and [Double] numeric types.
 * To get the value of this duration expressed in a particular [duration units] use the functions [toInt], [toLong], and [toDouble] on the properties [inHours], [inMinutes], [inSeconds], [inNanoseconds], and so on.
 */

@SinceKotlin("1.3")
@ExperimentalTime
@Suppress("NON_PUBLIC_PRIMARY_CONSTRUCTOR_OF_INLINE_CLASS")
public inline class Duration internal constructor(internal val value: Double) : Comparable<Duration> {

    // arithmetic operators

    /** Returns the negative of this value. */
    public operator fun unaryMinus(): Duration = Duration(-value)

    /** Returns a duration whose value is the sum of this and [other] duration values. */
    public operator fun plus(other: Duration): Duration = Duration(value + other.value)

    /** Returns a duration whose value is the difference between this and [other] duration values. */
    public operator fun minus(other: Duration): Duration = Duration(value - other.value)

    /** Returns a duration whose value is this duration value multiplied by the given [scale] number. */
    public operator fun times(scale: Int): Duration = Duration(value * scale)

    /** Returns a duration whose value is this duration value multiplied by the given [scale] number. */
    public operator fun times(scale: Double): Duration = Duration(value * scale)

    /** Returns a duration whose value is this duration value divided by the given [scale] number. */
    public operator fun div(scale: Int): Duration = Duration(value / scale)

    /** Returns a duration whose value is this duration value divided by the given [scale] number. */
    public operator fun div(scale: Double): Duration = Duration(value / scale)

    /** Returns a number that is the ratio of this and [other] duration values. */
    public operator fun div(other: Duration): Double = this.value / other.value

    override fun compareTo(other: Duration): Int = this.value.compareTo(other.value)

    // splitting to components

    /** Splits this duration into days, hours, minutes, seconds, and nanoseconds and executes the given [action] with these components. The result of [action] is returned as the result of this function. */
    public inline fun <T> toComponents(action: (days: Int, hours: Int, minutes: Int, seconds: Int, nanoseconds: Int, nanoseconds: Int) -> T): T {
        // arithmetic operators

        /** Returns true, if the duration value is less than zero. */
        public fun isNegative(): Boolean = value < 0

        /** Returns true, if the duration value is greater than zero. */
        public fun isPositive(): Boolean = value > 0

        /** Returns true, if the duration value is infinite. */
        public fun isInfinite(): Boolean = value.isInfinite()

        /** Returns the absolute value of this duration. The returned value is always non-negative. */
        public fun abs(): Duration = if (isNegative()) -this else this

        /** Splits this duration into days, hours, minutes, seconds, and nanoseconds and executes the given [action] with these components. The result of [action] is returned as the result of this function. */
    }

    // more operators

    /** Represents the amount of time one instant of time is away from another instant. */
    fun * other: Duration: Duration = Duration(value * other.value)

    /** Represents the amount of time one instant of time is away from another instant. */
    operator fun += other: Duration: Duration = Duration(value + other.value)

    /** Represents the amount of time one instant of time is away from another instant. */
    operator fun -= other: Duration: Duration = Duration(value - other.value)

    /** Represents the amount of time one instant of time is away from another instant. */
    operator fun *= other: Int: Duration = Duration(value * other)

    /** Represents the amount of time one instant of time is away from another instant. */
    operator fun /= other: Int: Duration = Duration(value / other)

    /** Represents the amount of time one instant of time is away from another instant. */
    operator fun /= other: Double: Duration = Duration(value / other)

    /** Represents the amount of time one instant of time is away from another instant. */
    operator fun %= other: Int: Duration = Duration(value / other)
(inDays.toInt(), hoursComponent, minutesComponent, secondsComponent, nanosecondsComponent) /* The result of [action] is returned as the result of this function. */

    /**
     * Splits this duration into hours, minutes, seconds, and nanoseconds and executes the given [action] with these components. */
    public inline fun <T> toComponents(action: (hours: Int, minutes: Int, seconds: Int, nanoseconds: Int) -> T): T =
        action(inHours.toInt(), minutesComponent, secondsComponent, nanosecondsComponent)

    /**
     * Splits this duration into minutes, seconds, and nanoseconds and executes the given [action] with these components. */
    public inline fun <T> toComponents(action: (minutes: Int, seconds: Int, nanoseconds: Int) -> T): T =
        action(inMinutes.toInt(), secondsComponent, nanosecondsComponent)

    /**
     * Splits this duration into seconds, and nanoseconds and executes the given [action] with these components. */
    public inline fun <T> toComponents(action: (seconds: Long, nanoseconds: Int) -> T): T =
        action(inSeconds.toLong(), nanosecondsComponent)

    // conversion to units

    /** Returns the value of this duration expressed as a [Double] number of the specified [unit]. */
    public fun toDouble(unit: DurationUnit): Double = convertDurationUnit(value, storageUnit, unit)

    /**
     * Returns the value of this duration expressed as a [Long] number of the specified [unit].
     * If the value doesn't fit in the range of [Long] type, it is coerced into that range, see the conversion 
     * [Double.toLong] for details. */
    public fun toLong(unit: DurationUnit): Long = toDouble(unit).toLong()

    /**
     * Returns the value of this duration expressed as an [Int] number of the specified [unit].
     * If the value doesn't fit in the range of [Int] type, it is coerced into that range, see the conversion 
     * [Double.toInt] for details. */
    public fun toInt(unit: DurationUnit): Int = toDouble(unit).toInt()

    /** The value of this duration expressed as a [Double] number of days. */
    public val inDays: Double get() = toDouble(DurationUnit.DAYS)

    /** The value of this duration expressed as a [Double] number of hours. */
    public val inHours: Double get() = toDouble(DurationUnit.HOURS)

    /** The value of this duration expressed as a [Double] number of minutes. */
    public val inMinutes: Double get() = toDouble(DurationUnit.MINUTES)

    /** The value of this duration expressed as a [Double] number of seconds. */
    public val inSeconds: Double get() = toDouble(DurationUnit.SECONDS)

    /** The value of this duration expressed as a [Double] number of milliseconds. */
    public val inMilliseconds: Double get() = toDouble(DurationUnit.MILLISECONDS)

    /** The value of this duration expressed as a [Double] number of microseconds. */
    public val inMicroseconds: Double get() = toDouble(DurationUnit.MICROSECONDS)

    /** The value of this duration expressed as a [Double] number of nanoseconds. */
    public val inNanoseconds: Double get() = toDouble(DurationUnit.NANOSECONDS)
coerced into that range, see the conversion [Double.toLong] for details.

* `Long.range`: The range of durations that can be expressed as a `Long` number of nanoseconds is approximately `\u00b1292 million years`.

* `public fun toLongNanoseconds(): Long = toLong(DurationUnit.NANOSECONDS)` returns the value of this duration expressed as a `Long` number of milliseconds.

* `val absNs = absoluteValue.inNanoseconds

* @return the value of duration in the automatically determined unit followed by that unit abbreviated name: `\`d`, `\`h`, `\`m`, `\`s`, `\`ms`, `\`us`, or `\`ns`

* `fun override fun toString(): String = when {
*    \`isInfinite()` ->
*    \`isNegative()` append('-')
*    \`value.toString()`
*    \`value == 0.0` -> \`"0\`s\"`
*    \`else` -> \`
*        \`val absNs = absoluteValue.inNanoseconds
*        \`var hasSeconds = seconds != 0 || nanoseconds != 0
*        \`var hasMinutes = minutes != 0 || (hasSeconds && hasHours)
*        \`var hasHours = hours != 0
*        \`val hasMinutes = minutes != 0 || (hasSeconds && hasHours)
*        \`val hasHours = hours != 0
*        \`val hasSeconds = seconds != 0 || nanoseconds != 0
*        \`if (isNegative()) append('-')
*        \`append("PT")
*        \`absoluteValue.toComponents { hours, minutes, seconds, nanoseconds ->
*        \`val hasHours = hours != 0\n*        \`val hasSeconds = seconds != 0\n*        \`val hasMinutes = minutes != 0\n*        \`val hasNS = nanoseconds.toString(), padStart(9, '0')\n*        \`when
{\n    nanoseconds % 1_000_000 == 0 -> append(nss, 0, 3)\n    nanoseconds % 1_000 == 0 -> append(nss, 0, 6)\n    else -> append(nss)\n}\n} nanoseconds // constructing from number of units/n// extension functions

/** Returns a [Duration] equal to this [Int] number of the specified [unit]. */
@SinceKotlin("1.3")
@ExperimentalTime
public fun Int.toDuration(unit: DurationUnit): Duration = toDouble().toDuration(unit)/** Returns a [Duration] equal to this [Long] number of the specified [unit]. */
@SinceKotlin("1.3")
@ExperimentalTime
public fun Long.toDuration(unit: DurationUnit): Duration = toDouble().toDuration(unit)/** Returns a [Duration] equal to this [Double] number of the specified [unit]. */
@SinceKotlin("1.3")
@ExperimentalTime
public fun Double.toDuration(unit: DurationUnit): Duration = Duration(convertDurationUnit(this, unit, storageUnit))/** Returns a [Duration] equal to this [Int] number of nanoseconds. */
@SinceKotlin("1.3")
@ExperimentalTime
public val Int.nanoseconds get() = toDuration(DurationUnit.NANOSECONDS)/** Returns a [Duration] equal to this [Double] number of nanoseconds. */
@SinceKotlin("1.3")
@ExperimentalTime
public val Double.nanoseconds get() = toDuration(DurationUnit.NANOSECONDS)/** Returns a [Duration] equal to this [Int] number of microseconds. */
@SinceKotlin("1.3")
@ExperimentalTime
public val Int.microseconds get() = toDuration(DurationUnit.MICROSECONDS)/** Returns a [Duration] equal to this [Int] number of milliseconds. */
@SinceKotlin("1.3")
@ExperimentalTime
public val Int.milliseconds get() = toDuration(DurationUnit.MILLISECONDS)/** Returns a [Duration] equal to this [Int] number of seconds. */
@SinceKotlin("1.3")
@ExperimentalTime
public val Int.seconds get() = toDuration(DurationUnit.SECONDS)/** Returns a [Duration] equal to this [Int] number of minutes. */
@SinceKotlin("1.3")
@ExperimentalTime
public val Int.minutes get() = toDuration(DurationUnit.MINUTES)/** Returns a [Duration] equal to this [Int] number of days. */
@SinceKotlin("1.3")
@ExperimentalTime
public val Int.days get() = toDuration(DurationUnit.DAYS)
```java
public val Long.days get() =
    toDuration(DurationUnit.DAYS)

/** Returns a [Duration] equal to this [Double] number of days. */
public val Double.days get() =
    toDuration(DurationUnit.DAYS)

/** Returns a duration whose value is the specified [duration] value multiplied by this number. */
public inline operator fun Int.times(duration: Duration): Duration = duration * this

/** Returns a duration whose value is the specified [duration] value multiplied by this number. */
public inline operator fun Double.times(duration: Duration): Duration = duration * this

internal expect fun formatToExactDecimals(value: Double, decimals: Int): String
internal expect fun formatUpToDecimals(value: Double, decimals: Int): String

package kotlin.time

/**
 * The list of possible time measurement units, in which a duration can be expressed.
 * The smallest time unit is [NANOSECONDS] and the largest is [DAYS], which corresponds to exactly 24 [HOURS].
 */
public expect enum class DurationUnit {
    NANOSECONDS,
    MICROSECONDS,
    MILLISECONDS,
    SECONDS,
    MINUTES,
    HOURS,
    DAYS;
}

/** Converts the given time duration [value] expressed in the specified [sourceUnit] into the specified [targetUnit]. */
internal expect fun convertDurationUnit(value: Double, sourceUnit: DurationUnit, targetUnit: DurationUnit): Double

internal fun DurationUnit.shortName(): String = when (this) {
    DurationUnit.NANOSECONDS -> "ns"
    DurationUnit.MICROSECONDS -> "us"
    DurationUnit.MILLISECONDS -> "ms"
    DurationUnit.SECONDS -> "s"
    DurationUnit.MINUTES -> "m"
    DurationUnit.HOURS -> "h"
    DurationUnit.DAYS -> "d"
}
```

---

```
/[1.3]/\n@SinceKotlin("1.3")
@ExperimentalTime
public fun Int.times(duration: Duration): Duration = duration * this

/** Returns a [Duration] equal to this [Double] number of days. */
@SinceKotlin("1.3")
@ExperimentalTime
public fun Double.times(duration: Duration): Duration = duration * this

internal expect fun formatToExactDecimals(value: Double, decimals: Int): String
internal expect fun formatUpToDecimals(value: Double, decimals: Int): String

package kotlin.time

import kotlin.annotation.AnnotationTarget.*

/**
 * This annotation marks the experimental preview of the standard library API for measuring time and working with durations.
 * > Note that this API is in a preview state and has a very high chance of being changed in the future.
 * Do not use it if you develop a library since your library will become binary incompatible with the future versions of the standard library.
 * Any usage of a declaration annotated with `@ExperimentalTime` must be accepted either by
 * annotating that usage with the [UseExperimental] annotation, e.g. `@UseExperimental(ExperimentalTime::class)`,
 * or by using the compiler argument "-Xuse-experimental=kotlin.time.ExperimentalTime".
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 */
@Experimental(level = Experimental.Level.ERROR)
@MustBeDocumented
@Retention(AnnotationRetention.BINARY)
@SinceKotlin("1.3")
public annotation class ExperimentalTime
```
contract {\n    callsInPlace(block, InvocationKind.EXACTLY_ONCE)\n    } \n    return MonoClock.measureTime(block)\n}

/*\n * Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language contributors.
 * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.
 */

package kotlin

import kotlin.internal.InlineOnly

/**
 * Represents a version of the Kotlin standard library.
 * @property major the major version component.
 * @property minor the minor version component.
 * @property patch the patch version component.
 */
@SinceKotlin("1.1")
    public constructor(major: Int, minor: Int) : this(major, minor, 0)

    private val version = versionOf(major, minor, patch)

    private fun versionOf(major: Int, minor: Int, patch: Int): Int {
        require(major in 0..MAX_COMPONENT_VALUE && minor in 0..MAX_COMPONENT_VALUE && patch in 0..MAX_COMPONENT_VALUE) {
            "Version components are out of range: $major.$minor.$patch"
        }
        return major.shl(16) + minor.shl(8) + patch
    }

    /**
     * Returns a hash code value for the object or zero if the object is `null`.
     * @see Any.hashCode
     */
    @SinceKotlin("1.3")
    @InlineOnly
    public inline fun Any?.hashCode(): Int = this?.hashCode() ?: 0

    /**
     * Returns `true` if this version is not less than the version specified
     * with the provided [major] and [minor] components.
     */
    public fun isAtLeast(major: Int, minor: Int): Boolean = this.major > major || (this.major == major &&
            this.minor >= minor)

    /**
     * Returns `true` if this version is not less than the version specified
     * with the provided [major], [minor] and [patch] components.
     */
    public fun isAtLeast(major: Int, minor: Int, patch: Int): Boolean = this.major > major || (this.major == major &&
            (this.minor > minor || this.minor == minor &&
                    this.patch >= patch))

    companion object {
        /**
         * Maximum value a version component can have, a constant value 255
         */
        // NOTE: Must be placed before CURRENT because its
initialization requires this field being initialized in JS

public const val MAX_COMPONENT_VALUE = 255

@kotlin.jvm.JvmField
public val CURRENT: KotlinVersion = KotlinVersion(1, 3, 61) // value is written here automatically during build

initialization requires this field being initialized in JS

public const val MAX_COMPONENT_VALUE = 255

/**
 * Returns the current version of the Kotlin standard library.
 */

@kotlin.jvm.JvmField
public val CURRENT: KotlinVersion = KotlinVersion(1, 3, 61) // value is written here automatically during build

/**
 * Represents a value with lazy initialization.
 */

class UnsafeLazyImpl<out T>(initializer: () -> T) : Lazy<T>, Serializable {
    private var initializer: (() -> T)? = initializer
    private var _value: Any? = UNINITIALIZED_VALUE

    override val value: T
        get() {
            if (_value === UNINITIALIZED_VALUE) {
                _value = initializer!!()
                initializer = null
            }
            @Suppress("UNCHECKED_CAST")
            return _value as T
        }

    override fun isInitialized(): Boolean = _value !== UNINITIALIZED_VALUE

    override fun toString(): String = if (isInitialized()) _value.toString() else "Lazy value not initialized yet."

    private fun writeReplace(): Any = InitializedLazyImpl(value)
}

internal class InitializedLazyImpl<out T>(override val value: T) : Lazy<T>, Serializable {

    override fun isInitialized(): Boolean = true

    override fun toString(): String = value.toString()
}

internal object UNINITIALIZED_VALUE

// internal to be called from lazy in JS

internal class UnsafeLazyImpl<out T>(initializer: () -> T) : Lazy<T>, Serializable {
    private var initializer: (() -> T)? = initializer
    private var _value: Any? = UNINITIALIZED_VALUE

    override val value: T
        get() {
            if (_value === UNINITIALIZED_VALUE) {
                _value = initializer!!()
                initializer = null
            }
            @Suppress("UNCHECKED_CAST")
            return _value as T
        }

    override fun isInitialized(): Boolean = _value !== UNINITIALIZED_VALUE

    override fun toString(): String = if (isInitialized()) _value.toString() else "Lazy value not initialized yet."

    private fun writeReplace(): Any = InitializedLazyImpl(value)
}

internal class InitializedLazyImpl<out T>(override val value: T) : Lazy<T>, Serializable {

    override fun isInitialized(): Boolean = true

    override fun toString(): String = value.toString()
}


the number of consecutive most significant bits that are zero in the binary representation of this [Int] number.

@SinceKotlin("1.3") @ExperimentalStdlibApi public expect fun Int.countLeadingZeroBits(): Int

@SinceKotlin("1.3") @ExperimentalStdlibApi public expect fun Int.countTrailingZeroBits(): Int

@SinceKotlin("1.3") @ExperimentalStdlibApi public expect fun Int.takeHighestOneBit(): Int

@SinceKotlin("1.3") @ExperimentalStdlibApi public expect fun Int.takeLowestOneBit(): Int

@SinceKotlin("1.3") @ExperimentalStdlibApi public expect fun Int.rotateLeft(bitCount: Int): Int

@SinceKotlin("1.3") @ExperimentalStdlibApi public expect fun Int.rotateRight(bitCount: Int): Int

@SinceKotlin("1.3") @ExperimentalStdlibApi public expect fun Int.countOneBits(): Int

@SinceKotlin("1.3") @ExperimentalStdlibApi public expect fun Int.countLeadingZeroBits(): Int

@SinceKotlin("1.3") @ExperimentalStdlibApi public expect fun Int.countTrailingZeroBits(): Int

@SinceKotlin("1.3") @ExperimentalStdlibApi public expect fun Int.takeHighestOneBit(): Long

@SinceKotlin("1.3") @ExperimentalStdlibApi public expect fun Int.takeLowestOneBit(): Long

@SinceKotlin("1.3") @ExperimentalStdlibApi public expect fun Int.rotateLeft(bitCount: Int): Long

@SinceKotlin("1.3") @ExperimentalStdlibApi public expect fun Int.rotateRight(bitCount: Int): Long

@SinceKotlin("1.3") @ExperimentalStdlibApi public expect fun Long.countOneBits(): Int

@SinceKotlin("1.3") @ExperimentalStdlibApi public expect fun Long.countLeadingZeroBits(): Int

@SinceKotlin("1.3") @ExperimentalStdlibApi public expect fun Long.countTrailingZeroBits(): Int

@SinceKotlin("1.3") @ExperimentalStdlibApi public expect fun Long.takeHighestOneBit(): Long

@SinceKotlin("1.3") @ExperimentalStdlibApi public expect fun Long.takeLowestOneBit(): Long

@SinceKotlin("1.3") @ExperimentalStdlibApi public expect fun Long.rotateLeft(bitCount: Int): Long

@SinceKotlin("1.3") @ExperimentalStdlibApi public expect fun Long.rotateRight(bitCount: Int): Long

@SinceKotlin("1.3") @ExperimentalStdlibApi public expect fun Byte.countOneBits(): Int = (toInt() and 0xFF).countOneBits()
*\@SinceKotlin("1.3")\n*\@ExperimentalStdlibApi\n*\@kotlin.internal.InlineOnly\npublic inline fun Byte.countLeadingZeroBits(): Int = (toInt() and 0xFF).countLeadingZeroBits() - (Int.SIZE_BITS - Byte.SIZE_BITS)\n
*\@SinceKotlin("1.3")\n*\@ExperimentalStdlibApi\n*\@kotlin.internal.InlineOnly\npublic inline fun Byte.countTrailingZeroBits(): Int = (toInt() or 0x100).countTrailingZeroBits()\n
*\@SinceKotlin("1.3")\n*\@ExperimentalStdlibApi\n*\@kotlin.internal.InlineOnly\npublic inline fun Byte.takeHighestOneBit(): Byte = (toInt() and 0xFF).takeHighestOneBit().toByte()\n
*\@SinceKotlin("1.3")\n*\@ExperimentalStdlibApi\n*\@kotlin.internal.InlineOnly\npublic inline fun Byte.takeLowestOneBit(): Byte = toInt().takeLowestOneBit().toByte()\n
*\@SinceKotlin("1.3")\n*\@ExperimentalStdlibApi\n*\@kotlin.internal.InlineOnly\npublic fun Byte.rotateLeft(bitCount: Int): Byte =

*\@SinceKotlin("1.3")\n*\@ExperimentalStdlibApi\n*\@kotlin.internal.InlineOnly\npublic fun Byte.rotateRight(bitCount: Int): Byte =

*\@SinceKotlin("1.3")\n*\@ExperimentalStdlibApi\n*\@kotlin.internal.InlineOnly\npublic inline fun Short.countOneBits(): Int = (toInt() and 0xFFFF).countOneBits()\n
*\@SinceKotlin("1.3")\n*\@ExperimentalStdlibApi\n*\@kotlin.internal.InlineOnly\npublic inline fun Short.countLeadingZeroBits(): Int =
     (toInt() and 0xFFFF).countLeadingZeroBits() - (Int.SIZE_BITS - Short.SIZE_BITS)\n
*\@SinceKotlin("1.3")\n*\@ExperimentalStdlibApi\n*\@kotlin.internal.InlineOnly\npublic inline fun Short.countTrailingZeroBits(): Int = (toInt() or 0x10000).countTrailingZeroBits()\n
*\@SinceKotlin("1.3")\n*\@ExperimentalStdlibApi\n*\@kotlin.internal.InlineOnly\npublic inline fun Short.takeHighestOneBit(): Short = (toInt() and 0xFFFF).takeHighestOneBit().toShort()\n
*\@SinceKotlin("1.3")\n*\@ExperimentalStdlibApi\n*\@kotlin.internal.InlineOnly\npublic inline fun Short.takeLowestOneBit(): Short = toInt().takeLowestOneBit().toShort()\n
*\@SinceKotlin("1.3")\n*\@ExperimentalStdlibApi\n*\@kotlin.internal.InlineOnly\npublic fun Short.rotateLeft(bitCount: Int): Short =

*\@SinceKotlin("1.3")\n*\@ExperimentalStdlibApi\n*\@kotlin.internal.InlineOnly\npublic fun Short.rotateRight(bitCount: Int): Short =

(toInt()).shl(bitCount and 15) or (toInt() and 0xFFFF).ushr(bitCount and 15).toShort() * Rotates the binary representation of this [Short] number right by the specified [bitCount] number of bits.

The least significant bits pushed out from the right side reenter the number as the most significant bits on the left side.

Rotating the number right by a negative bit count is the same as rotating it left by the negated bit count:

\[ \text{number.rotateRight}(-n) = \text{number.rotateLeft}(n) \]

Rotating by a multiple of [Short.SIZE_BITS] (16) returns the same number, or more generally:

\[ \text{number.rotateRight}(n) = \text{number.rotateRight}(n \mod 16) \]

*An@SinceKotlin("1.3")@ExperimentalStdlibApi@unpublic short\Short.rotateRight(bitCount: Int): Short *n{=n (toInt()).shl((bitCount and 15) or (toInt() and 0xFFFF).ushr(bitCount and 15)).toShort() Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language contributors. *n{ Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file. *n{ /*
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 */

package kotlin
import kotlin.internal.RequireKotlin
import kotlin.internal.RequireKotlinVersionKind

@kotlin.internal.InlineOnly
@SinceKotlin("1.2")
@Suppress("INVISIBLE_MEMBER", "INVISIBLE_REFERENCE")
@RequireKotlin("1.2.30", level = DeprecationLevel.HIDDEN, versionKind = RequireKotlinVersionKind.COMpiler_VERSION)
public inline fun <R> suspend(noinline block: suspend () -> R): suspend () -> R = block

@file:kotlin.jvm.JvmName("TuplesKt")

package kotlin

/**
 * Represents a generic pair of two values.
 * There is no meaning attached to values in this class, it can be used for any purpose.
 * Pair exhibits value semantics, i.e. two pairs are equal if both components are equal.
 * An example of decomposing it into values:
 * @sample samples.misc.Tuples.pairDestructuring
 *
 * @param A type of the first value.
 * @param B type of the second value.
 * @constructor
 * Creates a new instance of Pair.
 */
public data class Pair<out A, out B>(
    public val first: A,
    public val second: B
) : Serializable {

    /**
     * Returns string representation of the [Pair] including its [first] and [second] values.
     */
    public override fun toString(): String = "($first, $second)"
}

/**
 * Converts this pair into a list.
 * @sample samples.misc.Tuples.pairToList
 */
public fun <T> Pair<T, T>.toList(): List<T> = listOf(first, second)

/**
 * Represents a triad of values
 *
 * There is no meaning attached to values in this class, it can be used for any purpose.
 * Triple exhibits value semantics, i.e. two triples are equal if all three components are equal.
 * An example of decomposing it into values:
 * @sample samples.misc.Tuples.tripleDestructuring
 *
 * @param A type of the first value.
 * @param B type of the second value.
 * @param C type of the third value.
 */
public data class Triple<out A, out B, out C>(
    public val first: A,
    public val second: B,
    public val third: C
) : Serializable {

    /**
     * Returns string representation of the [Triple] including its [first], [second] and [third] values.
     */
    public override fun toString(): String = "($first, $second, $third)"
}

/**
 * Converts this triple into a list.
 * @sample samples.misc.Tuples.tripleToList
 */
public fun <T> Triple<T, T, T>.toList(): List<T> = listOf(first, second, third)

---
toString(): String = "$first..$last"

    companion object {
        /** An empty range of values of type UInt. */

        public val EMPTY: UIntRange = UIntRange(UInt.MAX_VALUE, UInt.MIN_VALUE)
    }

/**
 * A progression of values of type `UInt`.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public open class UIntProgression

internal constructor(
    start: UInt,
    endInclusive: UInt,
    step: Int
) : Iterable<UInt> {
    init {
        if (step == 0.toInt()) throw kotlin.IllegalArgumentException("Step must be non-zero.")
        if (step == Int.MIN_VALUE) throw kotlin.IllegalArgumentException("Step must be greater than Int.MIN_VALUE to avoid overflow on negation.")

        *\n        \n    } *\n
    /**
     * The first element in the progression.\n    */
    public val first: UInt = start

    /**
     * The last element in the progression.\n    */
    public val last: UInt = getProgressionLastElement(start, endInclusive, step)

    /**
     * The step of the progression.\n    */
    public val step: Int = step

    override fun iterator(): UIntIterator = UIntProgressionIterator(first, last, step)

    /**
     * Checks if the progression is empty.\n    */
    public open fun isEmpty(): Boolean = if (step > 0) first > last else first < last

    companion object {
        /**
         * Creates UIntProgression within the specified bounds of a closed range.\n        *\n        \n        * The progression starts with the [rangeStart] value and goes toward the [rangeEnd] value not excluding it, with the specified [step].\n        *\n        \n        * In order to go backwards the [step] must be negative.\n        *\n        \n        * An iterator over a progression of values of type `UInt`.\n        */
        public fun fromClosedRange(rangeStart: UInt, rangeEnd: UInt, step: Int): UIntProgression = UIntProgression(rangeStart, rangeEnd, step)
    }
}

/**
 * An iterator over a range of values of type `UByte`.\n */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
private class UByteIterator : Iterator<UByte> {
    override final fun next() = nextUByte()

    /** Returns the next value in the sequence without boxing. */
    public abstract fun nextUByte(): UByte
}

/** An iterator over a range of values of type `UShort`.\n */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
private class UShortIterator : Iterator<UShort> {
    override final fun next() = nextUShort()

    /** Returns the next value in the sequence without boxing. */
    public abstract fun nextUShort(): UShort
}

/** An iterator over a range of values of type `UInt`.\n */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
private class UIntIterator : Iterator<UInt> {
    override final fun next() = nextUInt()

    /** Returns the next value in the sequence without boxing. */
    public abstract fun nextUInt(): UInt
}

/** An iterator over a range of values of type `ULong`.\n */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
private class ULongIterator : Iterator<ULong> {
    override final fun next() = nextULong()

    /** Returns the next value in the sequence without boxing. */
    public abstract fun nextULong(): ULong
}

/*
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 * that can be found in the license/LICENSE.txt file.
 */

// Auto-generated file. DO NOT EDIT!

package kotlin.collections

/** An iterator over a sequence of values of type `UByte`. */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
private abstract class UByteIterator : Iterator<UByte> {
    override final fun next() = nextUByte()

    /** Returns the next value in the sequence without boxing. */
    public abstract fun nextUByte(): UByte
}

/*
 * Copyright 2010-2019 JetBrains s.r.o. and Kotlin Programming Language contributors.
 * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.
 */

// Auto-generated file. DO NOT EDIT!

package kotlin.ranges


import kotlin.internal.*

/**
 * A range of values of type `ULong`.\n */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public class ULongRange(start: ULong, endInclusive: ULong) : ULongProgression(start, endInclusive, 1), ClosedRange<ULong> {
    override val start: ULong get() =
package kotlin

/**
 * Counts the number of set bits in the binary representation of this
 * [UInt] number.
 */
@file:kotlin.jvm.JvmName("UNumbersKt")
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun countSetBits(a: UInt): Int {
    var result = 0
    var number = a
    while (number != 0) {
        result++
        number = number and (number - 1)
    }
    return result
}

/**
 * Returns the smaller of two values.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun min(a: UInt, b: UInt): UInt {
    return minOf(a, b)
}

/**
 * Returns the smaller of two values.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun min(a: ULong, b: ULong): ULong {
    return minOf(a, b)
}

/**
 * Returns the greater of two values.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun max(a: UInt, b: UInt): UInt {
    return maxOf(a, b)
}

/**
 * Returns the greater of two values.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun max(a: ULong, b: ULong): ULong {
    return maxOf(a, b)
}

/**
 * Counts the number of set bits in the binary representation of this
 * [UInt] number.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun countSetBits(a: UInt): Int {
    var result = 0
    var number = a
    while (number != 0) {
        result++
        number = number and (number - 1)
    }
    return result
}

/**
 * Returns the smaller of two values.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun min(a: ULong, b: ULong): ULong {
    return minOf(a, b)
}

/**
 * Returns the greater of two values.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun max(a: UInt, b: UInt): UInt {
    return maxOf(a, b)
}

/**
 * Counts the number of set bits in the binary representation of this
 * [ULong] number.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun countSetBits(a: ULong): Long {
    var result = 0
    var number = a
    while (number != 0) {
        result++
        number = number and (number - 1)
    }
    return result
}

/**
 * Returns the smaller of two values.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun min(a: ULong, b: ULong): ULong {
    return minOf(a, b)
}

/**
 * Returns the greater of two values.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun max(a: ULong, b: ULong): ULong {
    return maxOf(a, b)
}
`*\*`@SinceKotlin("1.3")\*@ExperimentalStdlibApi\*@ExperimentalUnsignedTypes\*@kotlin.internal.InlineOnl
\*y*\public inline fun UInt.countOneBits(): Int = toInt().countOneBits()\*n/\*n**\*n * Counts the number of consecutive most significant bits that are zero in the binary representation of this [UInt] number.\n
`*\*`@SinceKotlin("1.3")\*@ExperimentalStdlibApi\*@ExperimentalUnsignedTypes\*@kotlin.internal.InlineOnl
\*y*\public inline fun UInt.countLeadingZeroBits(): Int = toInt().countLeadingZeroBits()\*n/\*n**\*n * Counts the number of consecutive least significant bits that are zero in the binary representation of this [UInt] number.\n
`*\*`@SinceKotlin("1.3")\*@ExperimentalStdlibApi\*@ExperimentalUnsignedTypes\*@kotlin.internal.InlineOnl
\*y*\public inline fun UInt.countTrailingZeroBits(): Int = toInt().countTrailingZeroBits()\*n/\*n**\*n * Returns a number having a single bit set in the position of the most significant set bit of this [UInt] number,\n
`*\*`@SinceKotlin("1.3")\*@ExperimentalStdlibApi\*@ExperimentalUnsignedTypes\*@kotlin.internal.InlineOnl
\*y*\public inline fun UInt.takeHighestOneBit(): UInt = toInt().takeHighestOneBit().toUInt()\*n/\*n * Returns a number having a single bit set in the position of the least significant set bit of this [UInt] number,\n
`*\*`@SinceKotlin("1.3")\*@ExperimentalStdlibApi\*@ExperimentalUnsignedTypes\*@kotlin.internal.InlineOnl
\*y*\public inline fun UInt.rotateLeft(bitCount: Int): UInt = toInt().rotateLeft(bitCount).toUInt()\*n/\*n**\*n * Rotates the binary representation of this [UInt] number left by the specified [bitCount] number of bits.\n
`*\*`@SinceKotlin("1.3")\*@ExperimentalStdlibApi\*@ExperimentalUnsignedTypes\*@kotlin.internal.InlineOnl
\*y*\public inline fun UInt.rotateRight(bitCount: Int): UInt = toInt().rotateRight(bitCount).toUInt()\*n/\*n**\*n * Rotates the binary representation of this [UInt] number right by the specified [bitCount] number of bits.\n
`*\*`@SinceKotlin("1.3")\*@ExperimentalStdlibApi\*@ExperimentalUnsignedTypes\*@kotlin.internal.InlineOnl
\*y*\public inline fun ULong.countOneBits(): Int = toLong().countOneBits()\*n/\*n**\*n * Counts the number of set bits in the binary representation of this [ULong] number.\n
`*\*`@SinceKotlin("1.3")\*@ExperimentalStdlibApi\*@ExperimentalUnsignedTypes\*@kotlin.internal.InlineOnl
\*y*\public inline fun ULong.countLeadingZeroBits(): Int = toLong().countLeadingZeroBits()\*n/\*n**\*n * Counts the number of consecutive least significant bits that are zero in the binary representation of this [ULong] number.\n
`*\*`@SinceKotlin("1.3")\*@ExperimentalStdlibApi\*@ExperimentalUnsignedTypes\*@kotlin.internal.InlineOnl
\*y*\public inline fun ULong.countTrailingZeroBits(): Int = toLong().countTrailingZeroBits()\*n/\*n**\*n * Returns a number having a single bit set in the position of the least significant set bit of this [ULong] number,\n
`*\*`@SinceKotlin("1.3")\*@ExperimentalStdlibApi\*@ExperimentalUnsignedTypes\*@kotlin.internal.InlineOnl
\*y*\public inline fun ULong.takeHighestOneBit(): ULong = toLong().takeHighestOneBit().toULong()\*n/\*n * Returns a number having a single bit set in the position of the most significant set bit of this [ULong] number,\n
`*\*`@SinceKotlin("1.3")\*@ExperimentalStdlibApi\*@ExperimentalUnsignedTypes\*@kotlin.internal.InlineOnl
\*y*\public inline fun ULong.rotateLeft(bitCount: Int): ULong = toLong().rotateLeft(bitCount).toULong()\*n/\*n**\*n * Rotates the binary representation of this [ULong] number left by the specified [bitCount] number of bits.\n
`*\*`@SinceKotlin("1.3")\*@ExperimentalStdlibApi\*@ExperimentalUnsignedTypes\*@kotlin.internal.InlineOnl
\*y*\public inline fun ULong.rotateRight(bitCount: Int): ULong = toLong().rotateRight(bitCount).toULong()\*n/\*n**\*n * Rotates the binary representation of this [ULong] number right by the specified [bitCount] number of bits.\n
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most significant bits pushed out from the left side reenter the number as the least significant bits on the right side.

Rotating the number left by a negative bit count is the same as rotating it right by the negated bit count:\n
\[ \text{number.rotateLeft}(\text{bitCount}) = \text{number.rotateRight}(-\text{bitCount}) \]

Rotating by a multiple of [ULong.SIZE_BITS] returns the same number, or more generally\n
\[ \text{number.rotateLeft}(\text{bitCount}) = \text{number.rotateRight}((\text{bitCount} \mod \text{ULong.SIZE_BITS})) \]

The least significant bits pushed out from the right side reenter the number as the most significant bits on the left side.

\[ \text{number.rotateRight}(\text{bitCount}) = \text{number.rotateLeft}((-\text{bitCount})) \]

Rotating by a multiple of [ULong.SIZE_BITS] returns the same number, or more generally\n
\[ \text{number.rotateRight}(\text{bitCount}) = \text{number.rotateLeft}((\text{bitCount} \mod \text{ULong.SIZE_BITS})) \]

Counts the number of set bits in the binary representation of this [UByte] number:

\[ \text{countOneBits}() \]

Counts the number of consecutive most significant bits that are zero in the binary representation of this [UByte] number:

\[ \text{countLeadingZeroBits}() \]

Counts the number of consecutive least significant bits that are zero in the binary representation of this [UByte] number:

\[ \text{countTrailingZeroBits}() \]

Returns a number having a single bit set in the position of the most significant set bit of this [UByte] number:

\[ \text{takeHighestOneBit}() \]

Returns a number having a single bit set in the position of the least significant set bit of this [UByte] number:

\[ \text{takeLowestOneBit}() \]

Rotates the binary representation of this [UByte] number left by the specified [bitCount] number of bits:

\[ \text{rotateLeft}((\text{bitCount} \mod \text{UByte.SIZE_BITS})) \]

Rotates the binary representation of this [UByte] number right by the specified [bitCount] number of bits:

\[ \text{rotateRight}((\text{bitCount} \mod \text{UByte.SIZE_BITS})) \]

Counts the number of set bits in the binary representation of this [UShort] number:

\[ \text{countOneBits}() \]

Counts the number of consecutive most significant bits that are zero in the binary representation of this [UShort] number:

\[ \text{countLeadingZeroBits}() \]

Counts the number of consecutive least significant bits that are zero in the binary representation of this [UShort] number:

\[ \text{countTrailingZeroBits}() \]

Returns a number having a single bit set in the position of the most significant set bit of this [UShort] number:

\[ \text{takeHighestOneBit}() \]

Returns a number having a single bit set in the position of the least significant set bit of this [UShort] number:

\[ \text{takeLowestOneBit}() \]
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShort.countLeadingZeroBits(): Int = toShort().countLeadingZeroBits()

/**
 * Counts the number of consecutive least significant bits that are zero in the binary representation of this [UShort] number.
 * @return a number having a single bit set in the position of the most significant set bit of this [UShort] number,
 * or zero, if this number is zero.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShort.countTrailingZeroBits(): Int = toShort().countTrailingZeroBits()

/**
 * Returns a number having a single bit set in the position of the least significant set bit of this [UShort] number,
 * or zero, if this number is zero.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShort.takeHighestOneBit(): UShort = toInt().takeHighestOneBit().toUShort()

/**
 * Returns a number having a single bit set in the position of the least significant set bit of this [UShort] number,
 * or zero, if this number is zero.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShort.takeLowestOneBit(): UShort = toInt().takeLowestOneBit().toUShort()

/**
 * Rotates the binary representation of this [UShort] number left by the specified [bitCount] number of bits.
 * The most significant bits pushed out from the left side reenter the number as the least significant bits on the right side.
 * @return the same number, or more generally @number.rotateLeft(n) == number.rotateRight(n % 16)
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShort.rotateLeft(bitCount: Int): UShort = toShort().rotateLeft(bitCount).toUShort()

/**
 * Rotates the binary representation of this [UShort] number right by the specified [bitCount] number of bits.
 * @return the same number, or more generally @number.rotateRight(n) == number.rotateRight(n % 16)
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShort.rotateRight(bitCount: Int): UShort = toShort().rotateRight(bitCount).toUShort()

private fun differenceModulo(a: UInt, b: UInt, c: UInt): UInt {
    val ac = a % c
    val bc = b % c
    return if (ac >= bc) ac - bc else ac - bc + c
}

private fun differenceModulo(a: ULong, b: ULong, c: ULong): ULong {
    val ac = a % c
    val bc = b % c
    return if (ac >= bc) ac - bc else ac - bc + c
}

/**
 * Calculates the final element of a bounded arithmetic progression, i.e. the last element of the progression which is in the range`a` from
 * [start] to [end] in case of a positive [step], or from [end] to [start] in case of a negative`a` in [step].
 * @param start first element of the progression
 * @param end ending bound for the progression
 * @param step increment, or difference of successive elements in the progression
 * @return the final element of the progression
 * @throws IllegalArgumentException if `step` is zero.
 */
@PublishedApi
@SinceKotlin("1.3")
@internal fun getProgressionLastElement(start: UInt, end: UInt, step: Int): UInt = when {
    step > 0 -> if (start >= end) end else differenceModulo(end, start, step.toUInt())
    step < 0 -> if (start <= end) end else differenceModulo(start, end, (-step).toUInt())
    else -> throw kotlin.IllegalArgumentException("Step is zero.")
}
progression
* @return the final element of the progression
* @suppress
*\n* @PublishedApi
* Since Kotlin("1.3")\n*\n*\n*/
@PublishedApi
@SinceKotlin("1.3")
internal fun getProgressionLastElement(start: ULong, end: ULong, step: Long): ULong = when {
    step > 0 -> if (start >= end) end else end - differenceModulo(end, start, step.toULong())
    step < 0 -> if (start <= end) end else end + differenceModulo(start, end, (-step).toULong())
    else -> throw kotlin.IllegalArgumentException("Step is zero.")
}

@file:kotlin.jvm.JvmName("UStringsKt")  // string representation of unsigned numbers

package kotlin.text

/**
 * Returns a string representation of this [Byte] value in the specified [radix].
 * @throws IllegalArgumentException when [radix] is not a valid radix for number to string conversion.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
//@kotlin.internal.InlineOnly
public /*inline*/ fun UByte.toString(radix: Int): String = this.toInt().toString(radix)

/**
 * Returns a string representation of this [Short] value in the specified [radix].
 * @throws IllegalArgumentException when [radix] is not a valid radix for number to string conversion.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
//@kotlin.internal.InlineOnly
public /*inline*/ fun UShort.toString(radix: Int): String = this.toInt().toString(radix)

/**
 * Returns a string representation of this [Int] value in the specified [radix].
 * @throws IllegalArgumentException when [radix] is not a valid radix for number to string conversion.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
//@kotlin.internal.InlineOnly
public /*inline*/ fun UInt.toString(radix: Int): String = this.toLong().toString(radix)

/**
 * Returns a string representation of this [Long] value in the specified [radix].
 * @throws IllegalArgumentException when [radix] is not a valid radix for number to string conversion.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun ULong.toString(radix: Int): String = ulongToString(this.toLong(), checkRadix(radix))

/**
 * Parses the string as a signed [UByte] number and returns the result.
 * @throws NumberFormatException if the string is not a valid representation of a number.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun String.toUByte(): UByte = toUByteOrNull() ?: numberFormatError(this)

/**
 * Parses the string as a signed [UByte] number and returns the result.
 * @throws NumberFormatException if the string is not a valid representation of a number.
 * @throws IllegalArgumentException when [radix] is not a valid radix for string to number conversion.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun String.toUByte(radix: Int): UByte = toUByteOrNull(radix) ?: numberFormatError(this)

/**
 * Parses the string as an [UShort] number and returns the result.
 * @throws NumberFormatException if the string is not a valid representation of a number.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun String.toUShort(): UShort = toUShortOrNull() ?: numberFormatError(this)

/**
 * Parses the string as an [UShort] number and returns the result.
 * @throws NumberFormatException if the string is not a valid representation of a number.
 * @throws IllegalArgumentException when [radix] is not a valid radix for string to number conversion.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun String.toUInt(): UInt = toUIntOrNull() ?: numberFormatError(this)

/**
 * Parses the string as an [UInt] number and returns the result.
 * @throws NumberFormatException if the string is not a valid representation of a number.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun String.toUInt(radix: Int): UInt = toUIntOrNull(radix) ?: numberFormatError(this)

/**
 * Parses the string as a [ULong] number and returns the result.
 * @throws NumberFormatException if the string is not a valid representation of a number.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun String.toULong(): ULong = toULongOrNull() ?: numberFormatError(this)

/**
 * Parses the string as a [ULong] number and returns the result.
 * @throws NumberFormatException if the string is not a valid representation of a number.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun String.toULong(radix: Int): ULong = toULongOrNull(radix) ?: numberFormatError(this)
IllegalArgumentException when [radix] is not a valid radix for string to number conversion.

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun String.toULongOrNull(radix: Int): ULong? =
    toULongOrNull(radix = 10)

/*
 * Parses the string as an [ULong] number and returns the result * or 'null' if the string is not a valid representation of a number.

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun String.toULongOrNull(radix: Int): ULong? {
    checkRadix(radix)

    val length = this.length
    if (length == 0) return null

    val limit: ULong = ULong.MAX_VALUE
    val start: Int

    val firstChar = this[0]
    if (firstChar < '0') {
        if (length == 1 || firstChar != '+') return null
        start = 1
    } else {
        start = 0
    }

    val limitForMaxRadix = 512409557603043100uL  //  limit / 36

    var limitBeforeMul = limitForMaxRadix
    val uradix = radix.toULong()
    var result = 0uL
    for (i in start until length) {
        val digit = digitOf(this[i], radix)

        if (digit < 0) return null
        if (result > limitBeforeMul) {
            if (limitBeforeMul == limitForMaxRadix) {
                limitBeforeMul = limit / uradix
                if (result > limitBeforeMul) {
                    return null
                }
            } else {
                return null
            }
        }

        result *= uradix

        val beforeAdding = result
        result += digit.toUInt()
        if (result < beforeAdding) return null // overflow has happened
    }

    return result
}
/**
 * Marks the API that is dependent on the experimental unsigned types, including those types themselves.
 * Usages of such API will be reported as warnings unless an explicit opt-in with @Experimental annotation, e.g. @Experimental(ExperimentalUnsignedTypes::class), is made or with the `-Xuse-experimental=kotlin.ExperimentalUnsignedTypes` compiler option is given.
 * It's recommended to propagate the experimental status to the API that depends on unsigned types by annotating it with this annotation.
 */
@Experimental(level = Experimental.Level.WARNING)
@MustBeDocumented
@Target(CLASS, ANNOTATION_CLASS, PROPERTY, FIELD, LOCAL_VARIABLE, VALUE_PARAMETER, CONSTRUCTOR, FUNCTION, PROPERTY_GETTER, PROPERTY_SETTER, TYPEALIAS)
@Retention(AnnotationRetention.BINARY)
@RequireKotlin("1.2.50","versionKind = RequireKotlinVersionKind.COMPLIER_VERSION")
@public annotation class ExperimentalUnsignedTypes

cases:
* - `asinh(NaN)` is `NaN`
* - `asinh(+Inf)` is `+Inf`
* - `asinh(-Inf)` is `-Inf`

*\@SinceKotlin("1.2")* \public@ScalarFunction\{\} \public@Function\{\} \public@Expect\{\} * Computes the inverse hyperbolic cosine of the value \[x, \] \* * \* The returned value is positive \'y\' such that `cosh(y) == x`. \* * \* Special cases:\n* - `acosh(NaN)` is `NaN`
* - `acosh(x)` is `NaN` when \( x < 1 \) * - `acosh(+1)` is `+Inf`

*\@SinceKotlin("1.2")* \public@ScalarFunction\{\} \public@Function\{\} \public@Expect\{\} * Computes the inverse hyperbolic tangent of the value \[x, \] \* * \* The returned value is \'y\' such that `tanh(y) == x`. \* * \* Special cases:\n* - `tanh(NaN)` is `NaN`
* - `tanh(x)` is `NaN` when \( x > 1 \) or \( x < -1 \) * - `tanh(1)` is `+Inf`

```kotlin
@SinceKotlin("1.2")
public expect fun asinh(x: Double): Double

/**
 * Computes the inverse hyperbolic cosine of the value \[x, \] \* * \* Special cases:\n* - `acosh(NaN)` is `NaN`
* - `acosh(x)` is `NaN` when \( x < 1 \) * - `acosh(+1)` is `+Inf`

*\@SinceKotlin("1.2")* \public@ScalarFunction\{\} \public@Function\{\} \public@Expect\{\} * Computes Euler's number \'e\' raised to the power of the value \[x, \] \* * \* Special cases:\n* - `exp(NaN)` is `NaN`
* - `exp(+Inf)` is `+Inf`
* - `exp(-Inf)` is `0.0`
* - `exp(1)` is `+Inf`
* - `exp(-1)` is `-Inf`
```kotlin
@SinceKotlin("1.2")
public expect fun expm1(x: Double): Double

/**
 * Computes `exp(x) - 1`. \* * \* This function can be implemented to produce more precise result for \[x\] near zero. \* * \* Special cases:\n* - `expm1(NaN)` is `NaN`
* - `expm1(-Inf)` is `-Inf`
* - `expm1(+Inf)` is `+Inf`

*\@SinceKotlin("1.2")* \public@ScalarFunction\{\} \public@Function\{\} \public@Expect\{\} * Computes the logarithm of the value \[x, \] \* * \* The given base. \* * \* Special cases:\n* - `log(NaN)` is `NaN`
* - `log(+Inf)` is `+Inf`
* - `log(-Inf)` is `-Inf`
* - `log(1)` is `0.0`

```kotlin
@SinceKotlin("1.2")
public expect fun log(x: Double, base: Double): Double

/**
 * Computes `ln(x + 1)`.

 * This function can be implemented to produce more precise result for \[x\] near zero. \* * \* Special cases:\n* - `ln1p(NaN)` is `NaN`
* - `ln1p(-Inf)` is `-Inf`
* - `ln1p(+Inf)` is `+Inf`

*\@SinceKotlin("1.2")* \public@ScalarFunction\{\} \public@Function\{\} \public@Expect\{\} * Computes the smallest double value that is greater than or equal to the given value \[x, \] \* * \* @return \* * \* Special cases:\n* - `ceil(x)` is `\*` where \* \* is `NaN`
* - `floor(x)` is `\*` where \* \* is `NaN`
* - `round(x)` is `\*` where \* \* is `NaN`
* - `trunc(x)` is `\*` where \* \* is `NaN`
* - `abs(NaN)` is `NaN`

```kotlin
@SinceKotlin("1.2")
public expect fun abs(x: Double): Double

```
`1.0` if the value is positive

Special case:
- `sign(NaN)` is `NaN`
- `sign(Inf)` is `NaN` if `Math.abs(Inf)` is finite
- `sign(-Inf)` is `-Inf`
- `sign(0)` is `0`

### Double

- `Double.min` returns the minimum of two numbers.
- `Double.max` returns the maximum of two numbers.
- `Double.signum` returns the sign of a number.
- `Double.abs` returns the absolute value of a number.
- `Double.ulp` returns the smallest positive number such that `Double.longBitsToDouble(result) > Double.longBitsToDouble(x)`.
- `Double.nextUp` returns the number immediately above `x`.
- `Double.nextDown` returns the number immediately below `x`.
- `Double.nextTowards` returns the number closest to `x` in the direction of `to`.
- `Double.roundToInt` rounds to the nearest integer.
- `Double.roundToLong` rounds to the nearest long integer.

### Float

- `Float.sin` returns the sine of an angle.
- `Float.cos` returns the cosine of an angle.
- `Float.tan` returns the tangent of an angle.
- `Float.asin` returns the arcsine of a number.
- `Float.acos` returns the arccosine of a number.
- `Float.atan` returns the arctangent of a number.

---

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\[ x; \ln x \] the returned value is an angle in the range from \( -\pi/2 \) to \( \pi/2 \) radians.\n
* Special cases:\n  * - `atan(NaN)` is `NaN`\n  * `@SinceKotlin("1.2")`public expect fun atan(x: Float): Float\n
* Returns the angle \( \theta \) of the polar coordinates \( (r, \theta) \) that correspond to the rectangular coordinates \( (x, y) \) by computing the arc tangent of the value \( y / x \).\n
* The returned value is an angle in the range from \( -\pi \) to \( \pi \) radians.\n
* Special cases:\n  * - `atan2(0.0, 0.0)` is `0.0`\n  * - `atan2(0.0, x)` is `0.0` for \( x > 0 \) and `-\pi` for \( x < 0 \)\n  * - `atan2(-0.0, x)` is `-0.0` for \( x > 0 \) and `\pi` for \( x < 0 \)\n  * - `atan2(y, +Inf)` is `0.0` for \( 0 < y < +Inf` and `-0.0` for `-\pi < y < 0.0`\n  * - `atan2(y, -Inf)` is `\pi` for \( 0 < y < +Inf` and `-\pi` for `-\pi < y < 0.0`\n  * - `atan(2(y, 0.0))` is `\pi/2` for \( y > 1 \) and `-\pi/2` for \( y < 1.0`\n  * - `atan2(+Inf, x)` is `\pi/2` for \( x > 1.0`\n  * - `atan2(-Inf, x)` is `-\pi/2` for finite \( x \)\n  * - `atan2(NaN, x)` and `atan2(y, NaN)` is `NaN`\n
* `@SinceKotlin("1.2")`public expect fun atanh(x: Float, y: Float): Float\n
* Computes the hyperbolic tangent of the value \( x \)\n
* Special cases:\n  * - `sinh(NaN)` is `NaN`\n  * - `sinh(+Inf)` is `-Inf`\n
* `@SinceKotlin("1.2")`public expect fun sinh(x: Float): Float\n
* Computes the hyperbolic sine of the value \( x \)\n
* `@SinceKotlin("1.2")`public expect fun sin(x: Float): Float\n
* Computes the sine of the value \( x \)\n
* `@SinceKotlin("1.2")`public expect fun exp(x: Float): Float\n
* Computes \( e^x \)\n
* `@SinceKotlin("1.2")`public expect fun log(x: Float): Float\n
* Computes the natural logarithm (base `E`) of the value \( x \)\n
* `@SinceKotlin("1.2")`public expect fun log10(x: Float): Float\n
* Computes the common logarithm (base 10) of the value \( x \).\n
* `@SinceKotlin("1.2")`public expect fun log2(x: Float): Float\n
* Computes the base 2 logarithm of the value \( x \).

* `@SinceKotlin("1.2")`public expect fun expm1(x: Float): Float\n
* Computes `e^x - 1`.

* `@SinceKotlin("1.2")`public expect fun log1p(x: Float): Float\n
* Computes `log(1 + x)`.

* `@SinceKotlin("1.2")`public expect fun hypot(x: Float, y: Float): Float\n
* Computes the positive square root of the value \( x^2 + y^2 \) without intermediate overflow or underflow.

* `@SinceKotlin("1.2")`public expect fun sqrt(x: Float): Float\n
* Computes the square root of the value \( x \)\n
* `@SinceKotlin("1.2")`public expect fun hypot(x: Float, y: Float): Float\n
* Computes the positive square root of the value \( x^2 + y^2 \) without intermediate overflow or underflow.

* `@SinceKotlin("1.2")`public expect fun exp(x: Float): Float\n
* Computes \( e^x \)\n
* `@SinceKotlin("1.2")`public expect fun expm1(x: Float): Float\n
* Computes `e^x - 1`.

* `@SinceKotlin("1.2")`public expect fun log(x: Float): Float\n
* Computes the natural logarithm (base `E`) of the value \( x \)\n
* `@SinceKotlin("1.2")`public expect fun log10(x: Float): Float\n
* Computes the common logarithm (base 10) of the value \( x \).\n
* `@SinceKotlin("1.2")`public expect fun log2(x: Float): Float\n
* Computes the base 2 logarithm of the value \( x \).
function\n*/
@SinceKotlin("1.2")
public expect fun ln1p(x: Float): Float

/**
 * Rounds the given value \[x\] to an integer towards positive infinity.\n * return the smallest \[Float\] value that is greater than or equal to the given value \[x\] and is a mathematical integer.\n */
@SinceKotlin("1.2")
public expect fun truncate(x: Float): Float

/**
 * Rounds the given value \[x\] to an integer towards zero.\n */
@SinceKotlin("1.2")
public expect fun truncate(x: Float): Float

/**
 * Rounds the given value \[x\] towards the closest integer with ties rounded towards even integer.\n */
@SinceKotlin("1.2")
public expect fun round(x: Float): Float

/**
 * Returns the absolute value of the given value \[x\].\n */
@SinceKotlin("1.2")
public expect fun abs(x: Float): Float

/**
 * Returns the smaller of two values.\n */
@SinceKotlin("1.2")
public expect fun min(a: Float, b: Float): Float

/**
 * Returns the greater of two values.\n */
@SinceKotlin("1.2")
public expect fun max(a: Float, b: Float): Float

// extensions

/**
 * Returns the absolute value of this value.\n */
@SinceKotlin("1.2")
public expect val Float.absoluteValue: Float

/**
 * Returns the sign of this value: \[-1.0\] if the value is negative, \[0\] if the value is zero, \[1.0\] if the value is positive.\n */
@SinceKotlin("1.2")
public expect val Float.sign: Float

/**
 * Returns this value with the sign bit same as of the \[sign\] value.\n */
@SinceKotlin("1.2")
public expect fun Float.withSign(sign: Float): Float

/**
 * Returns this value with the sign bit same as of the \[sign\] value.\n */
@SinceKotlin("1.2")
public expect fun Float.withSign(sign: Int): Float

/**
 * Rounds this \[Float\] value to the nearest integer and converts the result to \[Int\].\n */
@SinceKotlin("1.2")
public expect fun Float.roundToInt(): Int

/**
 * Rounds this \[Float\] value to the nearest integer and converts the result to \[Long\].\n */
@SinceKotlin("1.2")
public expect fun Float.roundToLong(): Long

// endregion

// region

================ Integer Math ========================================

/**
 * Returns the absolute value of the given value.\n */
@SinceKotlin("1.2")
public expect fun abs(n: Int): Int

/**
 * Returns the smaller of two values.\n */
@SinceKotlin("1.2")
public expect fun min(a: Int, b: Int): Int

/**
 * Returns the greater of two values.\n */
@SinceKotlin("1.2")
public expect fun max(a: Int, b: Int): Int

// endregion

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@SinceKotlin("1.2")
public expect fun max(a: Int, b: Int): Int

/**
 * Returns the absolute value of this
 * value.
 *
 * Special cases:
 *   - `Int.MIN_VALUE.absoluteValue` is `Int.MIN_VALUE` due to an overflow
 * @see abs function
 */
@SinceKotlin("1.2")
public expect val Int.absoluteValue: Int

/**
 * Returns the sign of this value:
 *   - `-1` if the value is negative,
 *   - `0` if the value is zero,
 *   - `1` if the value is positive
 * @see abs function
 */
@SinceKotlin("1.2")
public expect val Int.sign: Int

/**
 * Returns the absolute value of the
 * given value [n].
 * @see abs function
 */
@SinceKotlin("1.2")
public expect fun max(a: Long, b: Long): Long

/**
 * Returns the smaller of two values.
 */
@SinceKotlin("1.2")
public expect fun min(a: Long, b: Long): Long

/**
 * Returns the greater of two values.
 */
@SinceKotlin("1.2")
public expect fun max(a: Long, b: Long): Long

/**
 * Returns the absolute value of this value.
 *
 * Special cases:
 *   - `Long.MIN_VALUE.absoluteValue` is `Long.MIN_VALUE` due to an overflow
 *
 * @see abs function
 */
@SinceKotlin("1.2")
public expect val Long.absoluteValue: Long

/**
 * Returns the sign of this value:
 *   - `-1` if the value is negative,
 *   - `0` if the value is zero,
 *   - `1` if the value is positive
 */
@SinceKotlin("1.2")
public expect val Long.sign: Int

//endregion
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 */

Found in path(s):
* /opt/cola/permissions/1135892501_1613626827.26/0/java-sizeof-0-0-5-sources-1-jar/com/carrotsearch/sizeof/Constants.java
* /opt/cola/permissions/1135892501_1613626827.26/0/java-sizeof-0-0-5-sources-1-jar/com/carrotsearch/sizeof/RamUsageEstimator.java

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 */

Found in path(s):
* /opt/cola/permissions/1135892501_1613626827.26/0/java-sizeof-0-0-5-sources-1-
1.1921 babel-helper-function-name 6.24.1

6.24.1

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1.1927 @babel/helper-simple-access 7.15.4

7.15.4

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include/bsd/vis.h
man/bitstring.3
man/explicit_bzero.3
man/fgetln.3
man/fgetln.3
man/fgetwln.3
man/funopen.3bsd
man/getbsize.3
man/heapsort.3
man/nlist.3
man/queue.3bsd
man/radixsort.3
man/reallocarray.3
man/reallocf.3
man/setmode.3
man/strmode.3
man/strnstr.3
man/unvis.3
man/vis.3
man/wcslcpy.3
src/getbsize.c
src/heapsort.c
src/merge.c
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man/closefrom.3
man/flopen.3
man/getpeereid.3
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src/hash/sha512.h
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src/arc4random.c
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src/arc4random_uniform.c
src/arc4random_unix.h
src/closefrom.c
src/getentropy_aix.c
src/getentropy_bsd.c
src/getentropy_hpux.c
src/getentropy_hurd.c
src/getentropy_hurd.c
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1.2001 busboy 0.2.14 0.2.14

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1.2002 spawn-wrap 2.0.0 2.0.0

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1.2011 create-hash 1.2.0 1.2.0

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1.2014 pn 1.1.0 1.1.0

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1.2016 oas-linter 3.2.2 3.2.2
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* /opt/cola/permits/1136447791_1613767063.08/0/mongodb-core-3-12-4-sources-1-
jar/com/mongodb/MongoSocketException.java
* /opt/cola/permits/1136447791_1613767063.08/0/mongodb-core-3-12-4-sources-1-
jar/com/mongodb/event/CommandFailedEvent.java
* /opt/cola/permits/1136447791_1613767063.08/0/mongodb-core-3-12-4-sources-1-
jar/com/mongodb/event/ClusterDescriptionChangedEvent.java
* /opt/cola/permits/1136447791_1613767063.08/0/mongodb-core-3-12-4-sources-1-
jar/com/mongodb/client/model/geojson/package-info.java
* /opt/cola/permits/1136447791_1613767063.08/0/mongodb-core-3-12-4-sources-1-
jar/com/mongodb/BasicDBObjectBuilder.java
* /opt/cola/permits/1136447791_1613767063.08/0/mongodb-core-3-12-4-sources-1-
jar/com/mongodb/operation/AggregateOperation.java
* /opt/cola/permits/1136447791_1613767063.08/0/mongodb-core-3-12-4-sources-1-
jar/com/mongodb/DuplicateKeyException.java
* /opt/cola/permits/1136447791_1613767063.08/0/mongodb-core-3-12-4-sources-1-
jar/com/mongodb/internal/connection/NoOpCommandEventSender.java
* /opt/cola/permits/1136447791_1613767063.08/0/mongodb-driver-core-3-12-4-sources-1-
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jar/com/mongodb/binding/ClusterBinding.java
* /opt/cola/permits/1136447791_1613767063.08/0/mongodb-driver-core-3-12-4-sources-1-
jar/com/mongodb/client/model/geojson/codesc/NamedCoordinateReferenceSystemCodec.java
* /opt/cola/permits/1136447791_1613767063.08/0/mongodb-driver-core-3-12-4-sources-1-
jar/com/mongodb/client/model/CollationAlternate.java
* /opt/cola/permits/1136447791_1613767063.08/0/mongodb-driver-core-3-12-4-sources-1-
jar/com/mongodb/client/model/ DropIndexOptions.java
* /opt/cola/permits/1136447791_1613767063.08/0/mongodb-driver-core-3-12-4-sources-1-
jar/com/mongodb/client/model/MergeOptions.java
* /opt/cola/permits/1136447791_1613767063.08/0/mongodb-driver-core-3-12-4-sources-1-
jar/com/mongodb/connection/netty/NettyBufferProvider.java
* /opt/cola/permits/1136447791_1613767063.08/0/mongodb-driver-core-3-12-4-sources-1-
jar/com/mongodb/bulk/BulkWriteResult.java
* /opt/cola/permits/1136447791_1613767063.08/0/mongodb-driver-core-3-12-4-sources-1-
jar/com/mongodb/connection/package-info.java
* /opt/cola/permits/1136447791_1613767063.08/0/mongodb-driver-core-3-12-4-sources-1-
jar/com/mongodb/operation/ParallelCollectionScanOperation.java
* /opt/cola/permits/1136447791_1613767063.08/0/mongodb-driver-core-3-12-4-sources-1-
jar/com/mongodb/bulk/UpdateRequest.java
* /opt/cola/permits/1136447791_1613767063.08/0/mongodb-driver-core-3-12-4-sources-1-
jar/com/mongodb/MongoClientException.java
* /opt/cola/permits/1136447791_1613767063.08/0/mongodb-driver-core-3-12-4-sources-1-
jar/com/mongodb/internal/connection/ReplyHeader.java
* /opt/cola/permits/1136447791_1613767063.08/0/mongodb-driver-core-3-12-4-sources-1-
jar/com/mongodb/client/model/geojson/CoordinateReferenceSystemType.java
* /opt/cola/permits/1136447791_1613767063.08/0/mongodb-driver-core-3-12-4-sources-1-
jar/com/mongodb/internal/thread/DaemonThreadFactory.java
* /opt/cola/permits/1136447791_1613767063.08/0/mongodb-driver-core-3-12-4-sources-1-
jar/com/mongodb/internal/connection/ResponseCallback.java
* /opt/cola/permits/1136447791_1613767063.08/0/mongodb-driver-core-3-12-4-sources-1-
jar/com/mongodb/internal/connection/Compressor.java

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jar/com/mongodb/operation/OperationReadConcernHelper.java
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 * https://github.com/marianobarrios/tls-channel
 */
/**
 * Writes a sequence of bytesProduced to this channel from a subsequence of the
 * given buffers.
 *
 * <p>
* See {@link GatheringByteChannel#write(ByteBuffer[], int, int)} for more details of the meaning of this signature.
*
* <p>
* This method behaves slightly different than the interface specification, with respect to non-blocking responses, see {@link #write(ByteBuffer)} for more details.
*<p>
* @param srcs   The buffers from which bytesProduced are to be retrieved
* @param offset The offset within the buffer array of the first buffer from which bytesProduced are to be retrieved; must be non-negative and no larger than <tt>srcs.length</tt>
* @param length The maximum number of buffers to be accessed; must be non-negative and no larger than <tt>srcs.length</tt>
* &nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&n...
* reached end-of-stream; contrary to the behavior specified in
* {@link ByteChannel}, this method never returns 0, but throws
* @link WouldBlockException
* @throws IndexOutOfBoundsException If the preconditions on the <tt>offset</tt> and
* <tt>length</tt> parameters do not hold
* @throws WouldBlockException if the channel is in non-blocking mode and the IO operation
* cannot be completed immediately
* @throws NeedsTaskException if the channel is not configured to run tasks automatically
* and a task needs to be executed to complete the operation
* @throws SSLException if the {@link SSLEngine} throws a SSLException
* @throws IOException if the underlying channel throws an IOException
*/

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* /opt/cola/permits/1136447791_1613767063.08/0/mongodb-driver-core-3-12-4-sources-1-
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/**
 * Returns an array containing all of the elements in this deque, in
 * proper sequence (from first to last element).
 *<p>The returned array will be "safe" in that no references to it are
 * maintained by this deque. (In other words, this method must allocate
 * a new array). The caller is thus free to modify the returned array.
 *<p>This method acts as bridge between array-based and collection-based
 * APIs.
 *
 *@return an array containing all of the elements in this deque
*/

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* /opt/ws_local/PERMITS_SQL/1077201543_1596778639.63/0/ipaddress-5-3-1-sources-jar/inet/ipaddr/HostName.java
* /opt/ws_local/PERMITS_SQL/1077201543_1596778639.63/0/ipaddress-5-3-1-sources-jar/inet/ipaddr/format/validate/ParsedHost.java
* /opt/ws_local/PERMITS_SQL/1077201543_1596778639.63/0/ipaddress-5-3-1-sources-jar/inet/ipaddr/format/string/package-info.java
* /opt/ws_local/PERMITS_SQL/1077201543_1596778639.63/0/ipaddress-5-3-1-sources-jar/inet/ipaddr/format/util/IPAddressPartStringSubCollection.java
* /opt/ws_local/PERMITS_SQL/1077201543_1596778639.63/0/ipaddress-5-3-1-sources-jar/inet/ipaddr/mac/MACAddressSegment.java
* /opt/ws_local/PERMITS_SQL/1077201543_1596778639.63/0/ipaddress-5-3-1-sources-jar/inet/ipaddr/ipv4/IPv4AddressSection.java
* /opt/ws_local/PERMITS_SQL/1077201543_1596778639.63/0/ipaddress-5-3-1-sources-jar/inet/ipaddr/format/standard/IPAddressJoinedSegments.java
* /opt/ws_local/PERMITS_SQL/1077201543_1596778639.63/0/ipaddress-5-3-1-sources-jar/inet/ipaddr/IPAddressString.java
* /opt/ws_local/PERMITS_SQL/1077201543_1596778639.63/0/ipaddress-5-3-1-sources-
jar/inet/ipaddr/AddressPositionException.java
* /opt/ws_local/PERMITS_SQL/1077201543_1596778639.63/0/ipaddress-5-3-1-sources-
jar/inet/ipaddr/format/standard/package-info.java
* /opt/ws_local/PERMITS_SQL/1077201543_1596778639.63/0/ipaddress-5-3-1-sources-
jar/inet/ipaddr/format/IPAddressRange.java
* /opt/ws_local/PERMITS_SQL/1077201543_1596778639.63/0/ipaddress-5-3-1-sources-
jar/inet/ipaddr/string/AddressStringDivision.java
* /opt/ws_local/PERMITS_SQL/1077201543_1596778639.63/0/ipaddress-5-3-1-sources-
jar/inet/ipaddr/PrefixLenException.java
* /opt/ws_local/PERMITS_SQL/1077201543_1596778639.63/0/ipaddress-5-3-1-sources-
jar/inet/ipaddr/IPAddress.java
* /opt/ws_local/PERMITS_SQL/1077201543_1596778639.63/0/ipaddress-5-3-1-sources-
jar/inet/ipaddr/format/standard/AddressDivisionGrouping.java
* /opt/ws_local/PERMITS_SQL/1077201543_1596778639.63/0/ipaddress-5-3-1-sources-
jar/inet/ipaddr/MACAddressStringParameters.java
* /opt/ws_local/PERMITS_SQL/1077201543_1596778639.63/0/ipaddress-5-3-1-sources-
jar/inet/ipaddr/format/util/sql/SQLStringMatcher.java
* /opt/ws_local/PERMITS_SQL/1077201543_1596778639.63/0/ipaddress-5-3-1-sources-
jar/inet/ipaddr/format/util/IPAddressPartConfiguredString.java
* /opt/ws_local/PERMITS_SQL/1077201543_1596778639.63/0/ipaddress-5-3-1-sources-
jar/inet/ipaddr/ipv6/IPv6AddressSegment.java
* /opt/ws_local/PERMITS_SQL/1077201543_1596778639.63/0/ipaddress-5-3-1-sources-
jar/inet/ipaddr/format/AddressItem.java
* /opt/ws_local/PERMITS_SQL/1077201543_1596778639.63/0/ipaddress-5-3-1-sources-
jar/inet/ipaddr/HostNameParameters.java
* /opt/ws_local/PERMITS_SQL/1077201543_1596778639.63/0/ipaddress-5-3-1-sources-
jar/inet/ipaddr/ipv4/IPv4AddressStringParameters.java
* /opt/ws_local/PERMITS_SQL/1077201543_1596778639.63/0/ipaddress-5-3-1-sources-
jar/inet/ipaddr/format/validate/ParsedHostIdentifierStringQualifier.java
* /opt/ws_local/PERMITS_SQL/1077201543_1596778639.63/0/ipaddress-5-3-1-sources-
jar/inet/ipaddr/format/standard/IPAddressBitsDivision.java
* /opt/ws_local/PERMITS_SQL/1077201543_1596778639.63/0/ipaddress-5-3-1-sources-
jar/inet/ipaddr/format/package-info.java
* /opt/ws_local/PERMITS_SQL/1077201543_1596778639.63/0/ipaddress-5-3-1-sources-
jar/inet/ipaddr/format/string/IPAddressStringDivisionSeries.java
* /opt/ws_local/PERMITS_SQL/1077201543_1596778639.63/0/ipaddress-5-3-1-sources-
jar/inet/ipaddr/mac/MACAddressSection.java
* /opt/ws_local/PERMITS_SQL/1077201543_1596778639.63/0/ipaddress-5-3-1-sources-
jar/inet/ipaddr/AddressSegment.java
* /opt/ws_local/PERMITS_SQL/1077201543_1596778639.63/0/ipaddress-5-3-1-sources-
jar/inet/ipaddr/format/util/sql/IPAddressSQLTranslator.java
* /opt/ws_local/PERMITS_SQL/1077201543_1596778639.63/0/ipaddress-5-3-1-sources-
jar/inet/ipaddr/format/validate/AddressParseData.java
* /opt/ws_local/PERMITS_SQL/1077201543_1596778639.63/0/ipaddress-5-3-1-sources-
jar/module-info.java
* /opt/ws_local/PERMITS_SQL/1077201543_1596778639.63/0/ipaddress-5-3-1-sources-
jar/inet/ipaddr/format/AddressDivisionSeries.java
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* /opt/ws_local/PERMITS_SQL/1077201543_1596778639.63/0/ipaddress-5-3-1-sources.jar/inet/ipaddr/AddressSection.java
* /opt/ws_local/PERMITS_SQL/1077201543_1596778639.63/0/ipaddress-5-3-1-sources.jar/inet/ipaddr/format/util/IPAddressPartStringCollectionBase.java
* /opt/ws_local/PERMITS_SQL/1077201543_1596778639.63/0/ipaddress-5-3-1-sources.jar/inet/ipaddr/NetworkMismatchException.java
* /opt/ws_local/PERMITS_SQL/1077201543_1596778639.63/0/ipaddress-5-3-1-sources.jar/inet/ipaddr/format/AddressComponentRange.java
* /opt/ws_local/PERMITS_SQL/1077201543_1596778639.63/0/ipaddress-5-3-1-sources.jar/inet/ipaddr/HostIdentifierString.java
* /opt/ws_local/PERMITS_SQL/1077201543_1596778639.63/0/ipaddress-5-3-1-sources.jar/inet/ipaddr/format/validate/MACAddressProvider.java
* /opt/ws_local/PERMITS_SQL/1077201543_1596778639.63/0/ipaddress-5-3-1-sources.jar/inet/ipaddr/format/util/IPAddressPartStringCollection.java
* /opt/ws_local/PERMITS_SQL/1077201543_1596778639.63/0/ipaddress-5-3-1-sources.jar/inet/ipaddr/format/standard/AddressDivision.java
* /opt/ws_local/PERMITS_SQL/1077201543_1596778639.63/0/ipaddress-5-3-1-sources.jar/inet/ipaddr/IPAddressNetwork.java
* /opt/ws_local/PERMITS_SQL/1077201543_1596778639.63/0/ipaddress-5-3-1-sources.jar/inet/ipaddr/format/util/IPAddressStringWriter.java

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* /opt/ws_local/PERMITS_SQL/1077201543_1596778639.63/0/ipaddress-5-3-1-sources.jar/inet/ipaddr/mac/MACAddressAssociativeTrie.java
* /opt/ws_local/PERMITS_SQL/1077201543_1596778639.63/0/ipaddress-5-3-1-sources.jar/inet/ipaddr/mac/MACAddressAssociativeTrie.java
* /opt/ws_local/PERMITS_SQL/1077201543_1596778639.63/0/ipaddress-5-3-1-sources.jar/inet/ipaddr/mac/MACAddressAssociativeTrie.java
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* /opt/ws_local/PERMITS_SQL/1077201543_1596778639.63/0/ipaddress-5-3-1-sources-jar/inet/format/util/IPv4AddressTrie.java
* /opt/ws_local/PERMITS_SQL/1077201543_1596778639.63/0/ipaddress-5-3-1-sources-jar/inet/format/util/IPv6AddressTrie.java

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1.2040 babel-helper-hoist-variables 6.24.1

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* /opt/cola/permits/1136447680_1613767071.02/0/bson-3-12-4-sources-2-jar/org/bson/codecs/jsr310/InstantCodec.java
* /opt/cola/permits/1136447680_1613767071.02/0/bson-3-12-4-sources-2-jar/org/bson/codecs/jsr310/LocalTimeCodec.java
* /opt/cola/permits/1136447680_1613767071.02/0/bson-3-12-4-sources-2-jar/org/bson/codecs/jsr310/Jsr310CodecProvider.java
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* /opt/cola/permits/1136447680_1613767071.02/0/bson-3-12-4-sources-2-jar/org/bson/codecs/BsonCodec.java
* /opt/cola/permits/1136447680_1613767071.02/0/bson-3-12-4-sources-2-jar/org/bson/codecs/pojo/IdPropertyModelHolder.java
* /opt/cola/permits/1136447680_1613767071.02/0/bson-3-12-4-sources-2-jar/org/bson/codecs/pojo/IdGenerator.java
* /opt/cola/permits/1136447680_1613767071.02/0/bson-3-12-4-sources-2-jar/org/bson/codecs/pojo/IdGenerators.java
* /opt/cola/permits/1136447680_1613767071.02/0/bson-3-12-4-sources-2-jar/org/bson/codecs/pojo/ConventionObjectIdGeneratorsImpl.java

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* /opt/cola/permits/1136447680_1613767071.02/0/bson-3-12-4-sources-2-jar/org/bson/json/JSONPARSECERROR.java
* /opt/cola/permits/1136447680_1613767071.02/0/bson-3-12-4-sources-2-jar/org/bson/json/RELAXEDEXTENDEDJSONDOUBLECONVERTER.java
* /opt/cola/permits/1136447680_1613767071.02/0/bson-3-12-4-sources-2-jar/org/bson/BSONMINKEY.java
* /opt/cola/permits/1136447680_1613767071.02/0/bson-3-12-4-sources-2-jar/org/bson/codecs/POJOANNOTATIONS/BSONDISCRIMINATOR.java
* /opt/cola/permits/1136447680_1613767071.02/0/bson-3-12-4-sources-2-jar/org/bson/BSONWRITER.java
* /opt/cola/permits/1136447680_1613767071.02/0/bson-3-12-4-sources-2-jar/org/bson/NOOPFIELDNAMEVALIDATOR.java
* /opt/cola/permits/1136447680_1613767071.02/0/bson-3-12-4-sources-2-jar/org/bson/codecs/JSR310/DATETIMEBASEDCODEC.java
* /opt/cola/permits/1136447680_1613767071.02/0/bson-3-12-4-sources-2-jar/org/bson/codecs/POJO/PROPERTYMETADATA.java
* /opt/cola/permits/1136447680_1613767071.02/0/bson-3-12-4-sources-2-jar/org/bson/codecs/DECODER.java
* /opt/cola/permits/1136447680_1613767071.02/0/bson-3-12-4-sources-2-jar/org/bson/codecs/jsr310/PACKAGEINFO.java
* /opt/cola/permits/1136447680_1613767071.02/0/bson-3-12-4-sources-2-jar/org/bson/codecs/POJO/PROPERTYMODELSERIALIZATIONIMPL.java
* /opt/cola/permits/1136447680_1613767071.02/0/bson-3-12-4-sources-2-jar/org/bson/internal/PROVIDERSCODECREGISTRY.java
jar/org/bson/json/ShellMaxKeyConverter.java
* /opt/cola/permits/1136447680_1613767071.02/0/bson-3-12-4-sources-2-jar/org/bson/codecs/pojo/InstanceCreator.java
* /opt/cola/permits/1136447680_1613767071.02/0/bson-3-12-4-sources-2-jar/org/bson/codecs/BsonUndefinedCodec.java
* /opt/cola/permits/1136447680_1613767071.02/0/bson-3-12-4-sources-2-jar/org/bson/codecs/BsonDoubleCodec.java
* /opt/cola/permits/1136447680_1613767071.02/0/bson-3-12-4-sources-2-jar/org/bson/codecs/BsonDateTimeCodec.java
* /opt/cola/permits/1136447680_1613767071.02/0/bson-3-12-4-sources-2-jar/org/bson/codecs/BsonDocumentCodec.java
* /opt/cola/permits/1136447680_1613767071.02/0/bson-3-12-4-sources-2-jar/org/bson/codecs/BsonArrayCodec.java
* /opt/cola/permits/1136447680_1613767071.02/0/bson-3-12-4-sources-2-jar/org/bson/codecs/Decimal128Codec.java
* /opt/cola/permits/1136447680_1613767071.02/0/bson-3-12-4-sources-2-jar/org/bson/codecs/CodeCodec.java
* /opt/cola/permits/1136447680_1613767071.02/0/bson-3-12-4-sources-2-jar/org/bson/codecs/LongCodec.java
* /opt/cola/permits/1136447680_1613767071.02/0/bson-3-12-4-sources-2-jar/org/bson/codecs/DocumentCodec.java
* /opt/cola/permits/1136447680_1613767071.02/0/bson-3-12-4-sources-2-jar/org/bson/codecs/MinKeyCodec.java
* /opt/cola/permits/1136447680_1613767071.02/0/bson-3-12-4-sources-2-jar/org/bson/codecs/MaxKeyCodec.java
* /opt/cola/permits/1136447680_1613767071.02/0/bson-3-12-4-sources-2-jar/org/bson/codecs/DecoderContext.java
* /opt/cola/permits/1136447680_1613767071.02/0/bson-3-12-4-sources-2-jar/org/bson/codecs/BsonArrayCodec.java
* /opt/cola/permits/1136447680_1613767071.02/0/bson-3-12-4-sources-2-jar/org/bson/codecs/BsonDocumentCodec.java
* /opt/cola/permits/1136447680_1613767071.02/0/bson-3-12-4-sources-2-jar/org/bson/codecs/BsonArrayCodec.java
* /opt/cola/permits/1136447680_1613767071.02/0/bson-3-12-4-sources-2-jar/org/bson/codecs/DecoderContext.java
* /opt/cola/permits/1136447680_1613767071.02/0/bson-3-12-4-sources-2-jar/org/bson/codecs/BsonContextType.java
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1.2048 react-textarea-autosize 8.3.3 8.3.3

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  jar/org/objectweb/asm/xml/SAXCodeAdapter.java
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  jar/org/objectweb/asm/xml/SAXClassAdapter.java
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* /opt/cola/permits/1136493993_1613774733.35/0/asm-all-3-2-sources-2-
  jar/org/objectweb/asm/xml/SAXAdapter.java

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## Installation

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

```
npm install spdx-license-ids

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

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

Type: `string[]`

All license IDs except for the currently deprecated ones.

```javascript
const ids = require('spdx-license-ids');
//=> ['0BSD', 'AAL', 'ADSL', 'AFL-1.1', 'AFL-1.2', 'AFL-2.0', 'AFL-2.1', 'AFL-3.0', 'AGPL-1.0-only', ...]
ids.includes('BSD-3-Clause'); //=> true
ids.includes('CC-BY-1.0'); //=> true
ids.includes('GPL-3.0'); //=> false
```

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

Type: `string[]`

Deprecated license IDs.

```javascript
const deprecatedIds = require('spdx-license-ids/deprecated');
//=> ['AGPL-1.0', 'AGPL-3.0', 'GFDL-1.1', 'GFDL-1.2', 'GFDL-1.3', 'GPL-1.0', 'GPL-2.0', ...]
deprecatedIds.includes('BSD-3-Clause'); //=> false
deprecatedIds.includes('CC-BY-1.0'); //=> false
deprecatedIds.includes('GPL-3.0'); //=> true
```

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1.2078 object.fromentries 2.0.4 2.0.4

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1.2079 dot-prop 4.2.1 4.2.1

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1.2088 string-width 1.0.2 1.0.2

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1.2101 jsreport-chrome-pdf 1.10.0 1.10.0

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1.2104 websocket-servlet 9.4.17.v20190418

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

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

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

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

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Oracle OpenJDK

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* java.sun.security.ssl

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

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

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

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

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org.eclipse.jetty.toolchain:jetty-schemas
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1.2107 commons-compress 2.1.1 2.1.1

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1.2108 @babel/helper-get-function-arity

7.15.4 7.15.4

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1.2109 path-to-regexp 1.8.0 1.8.0

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1.2113 commons-compress 1.14

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1.2116 figures 2.0.0 2.0.0

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1.2117 fast-deep-equal 3.1.3 3.1.3

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1.2124 react-intl 2.9.0 2.9.0

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1.2125 hk2-utils 2.2.0-b21

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1.2127 oas-resolver 2.5.6 2.5.6

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Eclipse

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

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

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

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Oracle

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

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

-----

Oracle OpenJDK

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

* java.sun.security.ssl

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

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OW2

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

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

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Apache

The following artifacts are ASL2 licensed.

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

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MortBay

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

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

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

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Mortbay

The following artifacts are CDDL + GPLv2 with classpath exception.

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

org.eclipse.jetty.toolchain:jetty-schemas
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1.2129 path-exists 4.0.0 4.0.0

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1.2131 crypto-random-string 1.0.0 1.0.0

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1.2132 summernote 0.8.15 0.8.15

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1.2134 mime 2.4.4 2.4.4
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1.2135 vfile-location 2.0.6 2.0.6

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1.2136 snapdragon-node 2.1.1 2.1.1
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1.2137 xdg-basedir 4.0.0 4.0.0

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1.2138 **utf-8-validate 1.2.1 1.2.1**

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1.2139 **type 2.5.0 2.5.0**

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1.2140 **coffee-loader 0.7.3 0.7.3**
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1.2141 jline 2.14.3

1.2142 picocli 4.5.2

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table, the facility still operates, and performs whatever part of
its purpose remains meaningful.

(For example, a function in a library to compute square roots has
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1.2209 babel-plugin-transform-es2015-destructuring 6.23.0 6.23.0

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1.2218 damerau-levenshtein 1.0.7 1.0.7

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

HISTORY -

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

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

Some other contributors:

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

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

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Andrei Alexandrescu (andrewalex - at - hotmail.com) (See Boost list message of August 12, 2004 11:06:58 AM EST)
1.2227 on-headers 1.0.2 1.0.2
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1.2239 babel-polyfill 6.26.0 6.26.0

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1.2240 check-error 1.0.2 1.0.2

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1.2243 react 15.7.0 15.7.0

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1.2244 ret 0.1.15 0.1.15

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1.2245 babel-plugin-transform-decorators

6.24.1 6.24.1

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1.2246 @babel/helper-validator-identifier

7.14.0 7.14.0

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1.2247 aspectj-tools 1.8.13

1.2248 package-hash 4.0.0 4.0.0

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1.2249 browserslist 3.2.8 3.2.8

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1.2250 registry-url 5.1.0 5.1.0

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1.2257 flagged-respawn 1.0.1 1.0.1

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1.2258 w3c-hr-time 1.0.2 1.0.2
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1.2259 to-readable-stream 1.0.0 1.0.0

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not-a-legal-formal-parameter-tuple.scala:2: error: not a legal formal parameter.
Note: Tuples cannot be directly destructured in method or function parameters.
   Either create a single parameter accepting the Tuple2,
   or consider a pattern matching anonymous function: ` { case (a, b) => ... }`
val x: ((Int, Int) => Int) = (((a, b)) => a)
^

not-a-legal-formal-parameter-tuple.scala:3: error: not a legal formal parameter.
Note: Tuples cannot be directly destructured in method or function parameters.
   Either create a single parameter accepting the Tuple2,
   or consider a pattern matching anonymous function: ` { case (param1, param2) => ... }`
val y: ((Int, Int, Int) => Int) = (((a, !!)) => a)
^

not-a-legal-formal-parameter-tuple.scala:4: error: not a legal formal parameter.
Note: Tuples cannot be directly destructured in method or function parameters.
   Either create a single parameter accepting the Tuple3,
   or consider a pattern matching anonymous function: ` { case (param1, ..., param3) => ... }`
val z: ((Int, Int, Int) => Int) = (((a, NotAPatternVariableName, c)) => a)
^
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1.2271 crypto-browserify 3.12.0 3.12.0

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whether or not they are linked directly with the Library itself.

6. As an exception to the Sections above, you may also combine or
link a "work that uses the Library" with the Library to produce a
work containing portions of the Library, and distribute that work
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of these things:

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

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

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

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

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

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

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

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1.2314 readline2 1.0.1 1.0.1

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readline2 ![Build Status](https://travis-ci.org/SBoudrias/readline2.png?branch=master)

========

Node.js (v0.8 and v0.10) had some bugs and issues with the default [Readline](http://nodejs.org/api/readline.html) module.

This module include fixes seen in later version (0.11-0.12 and iojs) and ease some undesirable behavior one could see using the readline to create interactives prompts. This means `readline2` change some behaviors and as so is **not** meant to be an exact drop-in replacement.

This project is extracted from the core of [Inquirer.js interactive prompt interface](https://github.com/SBoudrias/Inquirer.js) to be available as a standalone module.

Documentation
-------------

**Installation**: `npm install --save readline2`

### readline2.createInterface(options); -> {Interface}

Present the same API as [Node.js `readline.createInterface()`](http://nodejs.org/api/readline.html)

#### Improvements
- Default `options.input` as `process.stdin`
- Default `options.output` as `process.stdout`
- `interface.stdout` is wrapped in a [MuteStream](https://github.com/isaacs/mute-stream)
- Prevent `up` and `down` keys from moving through history inside the readline
- Fix cursor position after a line refresh when the `Interface` prompt contains ANSI colors
- Correctly return the cursor position when faced with implicit line returns

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* /opt/ws_local/PERMITS_SQL/1026982046_1594246765.89/0/readline2-1-0-1-tgz/package/README.md

**1.2315 postcss-svgo 2.1.6 2.1.6**

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1.2324 array-from 2.1.1 2.1.1

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1.2335 babel-generator 6.26.1 6.26.1

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1.2337 extglob 0.3.2 0.3.2

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1.2338 object-keys 0.4.0 0.4.0

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1.2351 metrics-jvm 3.1.0

1.2352 mesa 18.0.5-0ubuntu0~16.04.1

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/*     square brackets, parentheses, braces, caret, vertical bar, */
/*     ampersand, tilde, equals, exclamation point, colon, semicolon, */
/*     comma, and question mark */
/* Special: */
/*     Number sign (as used in preprocessor) */
/*     Backslash just before newline as line continuation */
/* White space: */
/*     Space, horizontal tab, vertical tab, form feed, carriage-return, */
/*     and line-feed. */
/* [GLSL Language Specification 4.30.6, section 3.1] */
/* In this file, we test each of these in turn as follows: */
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1.2354 protobuf 2.6.1-1.3

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* Added generation of field number constants.
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Will Pierce <willp@nuclei.com>
* Small patch improving performance of in Python serialization.
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* Emacs mode for Protocol Buffers (editors/protobuf-mode.el).
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Alexander Melnikov <alm@sibmail.ru>
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Oliver Jowett <oliver.jowett@gmail.com>
* Detect whether zlib is new enough in configure script.
* Fixes for Solaris 10 32/64-bit confusion.
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* Optimize Java serialization of strings so that UTF-8 encoding happens only
once per string per serialization call.
* Clean up some Java warnings.
* Fix bug with permanent callbacks that delete themselves when run.
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William Orr <will@worrbase.com>
* Fixed detection of sched_yield on Solaris.
* Added atomicops for Solaris

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1.2355 map-visit 1.0.0 1.0.0
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1.2362 console-assert 1.0.0 1.0.0

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# console-assert

Simple 'console.assert' polyfill for node since existing realization throws instead of printing error.

See:
- Issue in nodejs repository: https://github.com/nodejs/node/issues/5340
- Draft specification: https://github.com/DeveloperToolsWG/console-object/blob/master/api.md#consoleassertexpression-object

## Why?

Because when you trying to write polymorphic code you can't use console.assert in node env.

## How to use?
Install module via npm:
````
  npm i console-assert
  ```

Write this somewhere when you need it:
```js
  require('console-assert').browserify();
  ```

> NB: Module patches global console.assert and if you need to rollback behaviour you have to just run `require('console-assert').restore();`.

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1.2363 p-limit 1.3.0 1.3.0

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1.2365 winser-with-api 1.0.1 1.0.1

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  jar/org/objectweb/asm/util/CheckSignatureAdapter.java
* /opt/cola/permits/1136447751_1613767073.0/0/asm-all-repackaged-2-2-0-b21-sources-3-
  jar/org/objectweb/asm/commons/RemappingClassAdapter.java
* /opt/cola/permits/1136447751_1613767073.0/0/asm-all-repackaged-2-2-0-b21-sources-3-
  jar/org/objectweb/asm/tree/analysis/SourceInterpreter.java
* /opt/cola/permits/1136447751_1613767073.0/0/asm-all-repackaged-2-2-0-b21-sources-3-
  jar/org/objectweb/asm/Item.java
* /opt/cola/permits/1136447751_1613767073.0/0/asm-all-repackaged-2-2-0-b21-sources-3-jar/org/objectweb/asm/commons/EmptyVisitor.java
* /opt/cola/permits/1136447751_1613767073.0/0/asm-all-repackaged-2-2-0-b21-sources-3-jar/org/objectweb/asm/AnnotationVisitor.java
* /opt/cola/permits/1136447751_1613767073.0/0/asm-all-repackaged-2-2-0-b21-sources-3-jar/org/objectweb/asm/signature/SignatureReader.java
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1.2376 natives 1.1.6 1.1.6

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1.2384 jnr-ffi 2.1.5

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package io.swagger.v3.oas.annotations.info;

import io.swagger.v3.oas.annotations.extensions.Extension;
import java.lang.annotation.Retention;
import java.lang.annotation.RetentionPolicy;
import java.lang.annotation.Target;

/**
* The annotation may be used in { @link Info#license() } to define a license for the OpenAPI spec.
* @see <a target="_new" href="https://github.com/OAI/OpenAPI-Specification/blob/3.0.1/versions/3.0.1.md#licenseObject">License (OpenAPI specification)</a>
* @see io.swagger.v3.oas.annotations.OpenAPIDefinition
* @see Info
**/
@Target({})
@Retention(RetentionPolicy.RUNTIME)
public @interface License {

/**
* The license name used for the API.
* @return the name of the license
**/
String name() default "";

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

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

1.2388 get-symbol-description 1.0.0 1.0.0

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Eclipse

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

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

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

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Oracle

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

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

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Oracle OpenJDK

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

* java.sun.security.ssl

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

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

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

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Apache

The following artifacts are ASL2 licensed.

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

-----
MortBay

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

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

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

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The following artifacts are CDDL + GPLv2 with classpath exception.

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

org.eclipse.jetty.toolchain:jetty-schemas
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1.2396 postcss-discard-comments 2.0.4 2.0.4

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1.2397 object.entries 1.1.4 1.1.4

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1.2398 metrics-servlets 4.1.0

1.2399 websocket-client 9.4.17.v20190418
1.2399.1 Available under license:

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

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

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

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

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

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Oracle OpenJDK

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

* java.sun.security.ssl

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

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OW2

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

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Apache

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

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MortBay

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

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

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Mortbay

The following artifacts are CDDL + GPLv2 with classpath exception.

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

org.eclipse.jetty.toolchain:jetty-schemas

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Assorted

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1.2439 unist-util-visit-parents 2.1.2 2.1.2

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1.2458 append-transform 0.4.0 0.4.0

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1.2460 animal-sniffer-annotation 1.18

1.2461 commander 1.2.0 1.2.0
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1.2462 semver 5.3.0 5.3.0

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1.2463 @babel/helper-module-imports 7.15.4

7.15.4

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1.2464 metrics 3.1.0

1.2465 form-data 2.1.4 2.1.4

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1.2467 react-highlight-words 0.16.0 0.16.0

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1.2468 tools-ant 1.10.9

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* /opt/ws_local/PERMITS_SQL/1023155074_1594208051.24/0/jest-serializer-22-4-3-tgz/package/build/index.js

1.2480 jackson-dataformat-yaml 2.9.8

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 */

package io.swagger.v3.oas.models.info;

import java.util.Objects;

/**
 * License
 *
 * @see "https://github.com/OAI/OpenAPI-Specification/blob/3.0.1/versions/3.0.1.md#licenseObject"
 */

public class License {
    private String name = null;
    private String url = null;
    private java.util.Map<String, Object> extensions = null;

    /**
     * returns the name property from a License instance.
     *
     * @return String name
     **/

    public String getName() {
        return name;
    }

    public void setName(String name) {
        this.name = name;
    }

    public License name(String name) {
        this.name = name;
    }

    public License name(String name) {
        this.name = name;
    }
}
/**
 * returns the url property from a License instance.
 *
 */

public String getUrl() {
    return url;
}

public void setUrl(String url) {
    this.url = url;
}

public License url(String url) {
    this.url = url;
    return this;
}

@Override
public boolean equals(java.lang.Object o) {
    if (this == o) {
        return true;
    }
    if (o == null || getClass() != o.getClass()) {
        return false;
    }
    License license = (License) o;
    return Objects.equals(this.name, license.name) &&
           Objects.equals(this.url, license.url) &&
           Objects.equals(this.extensions, license.extensions);
}

@Override
public int hashCode() {
    return Objects.hash(name, url, extensions);
}

public java.util.Map<String, Object> getExtensions() {
    return extensions;
}

public void addExtension(String name, Object value) {
    if (name == null || name.isEmpty() || !name.startsWith("x-")) {
        return;
    }
}
if (this.extensions == null) {
    this.extensions = new java.util.LinkedHashMap<>();
}
this.extensions.put(name, value);
}

public void setExtensions(java.util.Map<String, Object> extensions) {
    this.extensions = extensions;
}

public License extensions(java.util.Map<String, Object> extensions) {
    this.extensions = extensions;
    return this;
}

@Override
public String toString() {
    StringBuilder sb = new StringBuilder();
    sb.append("class License {\n");

    sb.append("    name: ").append(toIndentedString(name)).append("\n");
    sb.append("    url: ").append(toIndentedString(url)).append("\n");
    sb.append("}\n");
    return sb.toString();
}

/**
 * Convert the given object to string with each line indented by 4 spaces
 * (except the first line).
 */
private String toIndentedString(java.lang.Object o) {
    if (o == null) {
        return "null";
    }
    return o.toString().replace("\n", "\n   ");
}

1.2483 mongodb-migrations 1.0.1 1.0.1
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* /opt/ws_local/PERMITS_SQL/1092915250_1600810885.15/0/reactive-streams-1-0-2-sources-1-
  jar/org/reactivestreams/Subscriber.java
* /opt/ws_local/PERMITS_SQL/1092915250_1600810885.15/0/reactive-streams-1-0-2-sources-1-
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1.2487 is-generator-fn 1.0.0 1.0.0

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1.2488 nanocolors 0.1.12 0.1.12

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1.2489 minimalistic-crypto-utils 1.0.1 1.0.1

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```text
# minimalistic-crypto-utils

Very minimal utils that are required in order to write reasonable JS-only crypto module.

```js
const utils = require('minimalistic-crypto-utils');

utils.toArray('abcd', 'hex');
utils.encode([1, 2, 3, 4], 'hex');
utils.toHex([1, 2, 3, 4]);
```

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[0]: http://tools.ietf.org/html/rfc6979
[1]: https://github.com/indutny/bn.js
[2]: https://github.com/indutny/hash.js
[3]: https://github.com/bitchan/eccrypto
[4]: https://github.com/wanderer/secp256k1-node

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1019206142_1591375931.7/0/minimalistic-crypto-utils-1-0-1-tgz/package/README.md

1.2490 jsreport-browser-client-dist 1.3.0 1.3.0

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1.2492 babel-runtime 6.26.0 6.26.0

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1.2496 jersey-container-servlet-core 2.5.1

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cat jersey-container-servlet-core-2.5.1-sources/org/glassfish/jersey/servlet/internal/ThreadLocalInvoker.java

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7.15.7 7.15.7
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1.2498 jackson 2.10.1

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1.2501 lodash.once 4.1.1 4.1.1

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1.2502 extend-shallow 3.0.2 3.0.2

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1.2556 component-bind 1.0.0 1.0.0

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1.2561 pcre 2.48.2 0ubuntu4.4

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1.2570 eclipse-egit-github-core 2.1.5

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package org.eclipse.egit.github.core;

import java.io.Serializable;

/**
 * Repository contributor model class
 */
public class Contributor implements Serializable {

/** serialVersionUID */
private static final long serialVersionUID = -8434028880839230626L;

/**
 * Anonymous contributor type value
 */
public static final String TYPE_ANONYMOUS = "Anonymous"; //SNON-NLS-1$
private String avatarUrl;

private String login;

private String name;

private String type;

private String url;

/**
 * @return contributions
 */
public int getContributions() {
    return contributions;
}

/**
 * @param contributions
 * @return this contributor
 */
public Contributor setContributions(int contributions) {
    this.contributions = contributions;
    return this;
}

/**
 * @return id
 */
public int getId() {
    return id;
}

/**
 * @param id
 * @return this contributor
 */
public Contributor setId(int id) {
    this.id = id;
    return this;
}

/**
 * @return avatarUrl
 */
public String getAvatarUrl() {
    return avatarUrl;
}
```java
/**
 * @param avatarUrl
 * @return this contributor
 */
public Contributor setAvatarUrl(String avatarUrl) {
    this.avatarUrl = avatarUrl;
    return this;
}

/**
 * @return login
 */
public String getLogin() {
    return login;
}

/**
 * @param login
 * @return this contributor
 */
public Contributor setLogin(String login) {
    this.login = login;
    return this;
}

/**
 * @return name
 */
public String getName() {
    return name;
}

/**
 * @param name
 * @return this contributor
 */
public Contributor setName(String name) {
    this.name = name;
    return this;
}

/**
 * @return type
 */
public String getType() {
    return type;
}
```
```java
/**
 * @param type
 * @return this contributor
 */
public Contributor setType(String type) {
    this.type = type;
    return this;
}

/**
 * @return url
 */
public String getUrl() {
    return url;
}

/**
 * @param url
 * @return this contributor
 */
public Contributor setUrl(String url) {
    this.url = url;
    return this;
}
```

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1.2574 use-composed-ref 1.1.0 1.1.0

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1.2575 longest-streak 2.0.4 2.0.4

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```

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* /opt/cola/permits/1199743787_1630577685.84/0/json-path-2-4-0-sources-7-jar/com/jayway/jsonpath/InvalidJsonException.java
* /opt/cola/permits/1199743787_1630577685.84/0/json-path-2-4-0-sources-7
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// Modifications by Joshua Bell inexorabletash@gmail.com
// https://github.com/inexorabletash/polyfill

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

// Variations:
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  jar/io/netty/handler/codec/socksx/v5/Socks5AddressDecoder.java
* /opt/ws_local/PERMITS_SQL/1072871333_1595214884.69/0/netty-codec-socks-4-1-42-final-sources-1-
  jar/io/netty/handler/codec/socksx/v5/Socks5AddressEncoder.java
* /opt/ws_local/PERMITS_SQL/1072871333_1595214884.69/0/netty-codec-socks-4-1-42-final-sources-1-
  jar/io/netty/handler/codec/socksx/SocksPortUnificationServerHandler.java

1.2682 istanbul-api 1.3.7 1.3.7

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* /opt/ws_local/PERMITS_SQL/1021175917_1594231553.5/0/sane-2-5-2-tgz/package/README.md

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1.2687 object-keys 1.1.1 1.1.1

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1.2688 lodash-union 4.6.0 4.6.0

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1.2690 url-parse 1.4.7 1.4.7

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1.2691 react-lifecycles-compat 3.0.4 3.0.4

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1.2692 alsa 1.1.0-0ubuntu1

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22.4.3

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Found in path(s):
* /opt/ws_local/PERMITS_SQL/1023155014_1594238479.3/0/jest-resolve-dependencies-22-4-3-tgz/package/build/index.js

1.2747 tty-browserify 0.0.0 0.0.0

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1.2766 strip-bom 4.0.0 4.0.0

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1.2767 cross-fetch 3.1.4 3.1.4

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* /opt/cola/permits/1136700592_1613864641.24/0/bson-3-0-4-sources-1-jar/org/bson/codecs/configuration/MapOfCodecsProvider.java
* /opt/cola/permits/1136700592_1613864641.24/0/bson/conversions/package-info.java
* /opt/cola/permits/1136700592_1613864641.24/0/bson-3-0-4-sources-1-jar/org/bson/codecs/configuration/CodecRegistries.java
* /opt/cola/permits/1136700592_1613864641.24/0/bson-3-0-4-sources-1-jar/org/bson/assertions/package-info.java
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* /opt/cola/permits/1136700592_1613864641.24/0/bson-codecs/package-info.java
* /opt/cola/permits/1136700592_1613864641.24/0/bson-3-0-4-sources-1-jar/org/bson/codecs/BsonValueCodec.java
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* /opt/cola/permits/1136700592_1613864641.24/0/bson-3-0-4-sources-1-jar/org/bson/codecs/BsonUndefinedCodec.java
* /opt/cola/permits/1136700592_1613864641.24/0/bson-3-0-4-sources-1-jar/org/bson/codecs/UuidCodecHelper.java
* /opt/cola/permits/1136700592_1613864641.24/0/bson-3-0-4-sources-1-jar/org/bson/codecs/UuidCodecProvider.java
* /opt/cola/permits/1136700592_1613864641.24/0/bson-3-0-4-sources-1-jar/org/bson/undefined/BsonUndefined.java
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* /opt/cola/permits/1136700592_1613864641.24/0/bson-3-0-4-sources-1-jar/org/bson/codecs/AtomicBooleanCodec.java
* /opt/cola/permits/1136700592_1613864641.24/0/bson-3-0-4-sources-1-jar/org/bson/codecs/AtomicIntegerCodec.java
* /opt/cola/permits/1136700592_1613864641.24/0/bson-3-0-4-sources-1-jar/org/bson/codecs/CharacterCodec.java
* /opt/cola/permits/1136700592_1613864641.24/0/bson-3-0-4-sources-1-jar/org/bson/codecs/BsonObjectIdCodec.java
* /opt/cola/permits/1136700592_1613864641.24/0/bson-3-0-4-sources-1-jar/org/bson/codecs/BsonArray.java
* /opt/cola/permits/1136700592_1613864641.24/0/bson-3-0-4-sources-1-jar/org/bson/codecs/BsonDocumentWrapper.java
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* /opt/cola/permits/1136700592_1613864641.24/0/bson-3-0-4-sources-1-jar/org/bson/codecs/BsonDocumentWrapper.java
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* /opt/cola/permits/1136700592_1613864641.24/0/bson-3-0-4-sources-1-jar/org/bson/codecs/BsonDocumentWrapper.java
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**1.2771 netty-buffer 4.1.42.Final**

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jar/io/netty/buffer/UnpooledByteBufAllocator.java
* /opt/ws_local/PERMITS_SQL/1072871254_1595214807.59/0/netty-buffer-4-1-42-final-sources-1-
jar/io/netty/buffer/PoolThreadCache.java
* /opt/ws_local/PERMITS_SQL/1072871254_1595214807.59/0/netty-buffer-4-1-42-final-sources-1-
jar/io/netty/buffer/UnpooledDirectByteBuf.java
* /opt/ws_local/PERMITS_SQL/1072871254_1595214807.59/0/netty-buffer-4-1-42-final-sources-1-
jar/io/netty/buffer/UnpooledByteBufAllocator.java
* /opt/ws_local/PERMITS_SQL/1072871254_1595214807.59/0/netty-buffer-4-1-42-final-sources-1-
jar/io/netty/buffer/PoolThreadCache.java
* /opt/ws_local/PERMITS_SQL/1072871254_1595214807.59/0/netty-buffer-4-1-42-final-sources-1-
jar/io/netty/buffer/UnpooledDirectByteBuf.java
* /opt/ws_local/PERMITS_SQL/1072871254_1595214807.59/0/netty-buffer-4-1-42-final-sources-1-
jar/io/netty/buffer/SlicedByteBuf.java
*/opt/ws_local/PERMITS_SQL/1072871254_1595214807.59/0/netty-buffer-4-1-42-final-sources-1.jar/io/netty/buffer/ByteBufOutputStream.java
*/opt/ws_local/PERMITS_SQL/1072871254_1595214807.59/0/netty-buffer-4-1-42-final-sources-1.jar/io/netty/buffer/AbstractByteBuf.java
*/opt/ws_local/PERMITS_SQL/1072871254_1595214807.59/0/netty-buffer-4-1-42-final-sources-1.jar/io/netty/buffer/ByteBufAllocator.java
*/opt/ws_local/PERMITS_SQL/1072871254_1595214807.59/0/netty-buffer-4-1-42-final-sources-1.jar/io/netty/buffer/UnpooledHeapByteBuf.java
*/opt/ws_local/PERMITS_SQL/1072871254_1595214807.59/0/netty-buffer-4-1-42-final-sources-1.jar/io/netty/buffer/package-info.java
*/opt/ws_local/PERMITS_SQL/1072871254_1595214807.59/0/netty-buffer-4-1-42-final-sources-1.jar/io/netty/buffer/PooledByteBuffer.java
*/opt/ws_local/PERMITS_SQL/1072871254_1595214807.59/0/netty-buffer-4-1-42-final-sources-1.jar/io/netty/buffer/PoolArena.java
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*/opt/ws_local/PERMITS_SQL/1072871254_1595214807.59/0/netty-buffer-4-1-42-final-sources-1.jar/io/netty/buffer/PoolSubpage.java
*/opt/ws_local/PERMITS_SQL/1072871254_1595214807.59/0/netty-buffer-4-1-42-final-sources-1.jar/io/netty/buffer/CompositeByteBuffer.java
*/opt/ws_local/PERMITS_SQL/1072871254_1595214807.59/0/netty-buffer-4-1-42-final-sources-1.jar/io/netty/buffer/PooledByteBufferAllocator.java

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*/opt/ws_local/PERMITS_SQL/1072871254_1595214807.59/0/netty-buffer-4-1-42-final-sources-1.jar/io/netty/buffer/UnsafeHeapSwappedByteBuf.java
*/opt/ws_local/PERMITS_SQL/1072871254_1595214807.59/0/netty-buffer-4-1-42-final-sources-1.jar/io/netty/buffer/UnsafeDirectSwappedByteBuf.java

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  */ /opt/ws_local/PERMITS_SQL/1072871254_1595214807.59/0/netty-buffer-4-1-42-final-sources-1-jar/io/netty/buffer/AbstractPooledDerivedByteBuf.java
  */ /opt/ws_local/PERMITS_SQL/1072871254_1595214807.59/0/netty-buffer-4-1-42-final-sources-1-jar/io/netty/buffer/AdvancedLeakAwareCompositeByteBuf.java
  */ /opt/ws_local/PERMITS_SQL/1072871254_1595214807.59/0/netty-buffer-4-1-42-final-sources-1-jar/io/netty/buffer/PooledDuplicatedByteBuf.java
  */ /opt/ws_local/PERMITS_SQL/1072871254_1595214807.59/0/netty-buffer-4-1-42-final-sources-1-jar/io/netty/buffer/WrappedUnpooledUnsafeDirectByteBuf.java
  */ /opt/ws_local/PERMITS_SQL/1072871254_1595214807.59/0/netty-buffer-4-1-42-final-sources-1-jar/io/netty/buffer/PooledSlicedByteBuf.java

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jar/io/netty/buffer/PooledByteBufAllocatorMetric.java
* /opt/ws_local/PERMITS_SQL/1072871254_1595214807.59/0/netty-buffer-4-1-42-final-sources-1-
jar/io/netty/buffer/ByteBufAllocatorMetricProvider.java
* /opt/ws_local/PERMITS_SQL/1072871254_1595214807.59/0/netty-buffer-4-1-42-final-sources-1-
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1.2805 async 1.0.0 1.0.0
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1.2809 babel-helper-remap-async-to-
generator 6.24.1 6.24.1
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1.2811 run-async 0.1.0 0.1.0

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1.2813 events 3.3.0 3.3.0
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1.2815 get-stream 3.0.0 3.0.0

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1.2818 akka-actor 2.5.31

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Found in path(s):
  * /opt/ws_local/PERMITS_SQL/1062461885_1592584212.89/0/akka-actor-2-11-2-5-31-sources-jar/akka/dispatch/forkjoin/ThreadLocalRandom.java
  * /opt/ws_local/PERMITS_SQL/1062461885_1592584212.89/0/akka-actor-2-11-2-5-31-sources-jar/akka/dispatch/forkjoin/ForkJoinWorkerThread.java
  * /opt/ws_local/PERMITS_SQL/1062461885_1592584212.89/0/akka-actor-2-11-2-5-31-sources-jar/akka/dispatch/forkjoin/ForkJoinTask.java
  * /opt/ws_local/PERMITS_SQL/1062461885_1592584212.89/0/akka-actor-2-11-2-5-31-sources-jar/akka/dispatch/forkjoin/RecursiveTask.java
  * /opt/ws_local/PERMITS_SQL/1062461885_1592584212.89/0/akka-actor-2-11-2-5-31-sources-jar/akka/dispatch/forkjoin/package-info.java
  * /opt/ws_local/PERMITS_SQL/1062461885_1592584212.89/0/akka-actor-2-11-2-5-31-sources-jar/akka/dispatch/forkjoin/LinkedTransferQueue.java
  * /opt/ws_local/PERMITS_SQL/1062461885_1592584212.89/0/akka-actor-2-11-2-5-31-sources-jar/akka/dispatch/forkjoin/RecursiveAction.java
  * /opt/ws_local/PERMITS_SQL/1062461885_1592584212.89/0/akka-actor-2-11-2-5-31-sources-jar/akka/dispatch/forkjoin/TransferQueue.java

1.2819 rimraf 3.0.2 3.0.2
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1.2820 libpng 1.6.35

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1.2826 is-data-descriptor 0.1.4 0.1.4

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1.2830 specificity 0.4.1 0.4.1

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Just a bike-shed.

```bash
```

## Install

```bash
```

## Usage

```javascript
```

## Selective hash usage

```javascript
```

```bash
```
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* /opt/cola/permits/1145468562_1616183623.24/0/opentest4j-1-2-0-sources-1-
1.2833 run-queue 1.0.3 1.0.3
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* org.eclipse.jetty.orbit:org.eclipse.jdt.core

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

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

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Oracle

The following artifacts are CDDL + GPLv2 with classpath exception.
https://glassfish.dev.java.net/nonav/public/CDDL+GPL.html
* javax.servlet:javax.servlet-api
* javax.annotation:javax.annotation-api
* javax.transaction:javax.transaction-api
* javax.websocket:javax.websocket-api

------
Oracle OpenJDK

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

* java.sun.security.ssl

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

------
OW2

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

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

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Apache

The following artifacts are ASL2 licensed.

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

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MortBay

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

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

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

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Mortbay

The following artifacts are CDDL + GPLv2 with classpath exception.

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

org.eclipse.jetty.toolchain:jetty-schemas

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Assorted

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

1.2849 xml2js-preserve-spaces 0.0.1 0.0.1
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1.2850 moment 2.22.1 2.22.1

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1.2851 binary-extensions 1.13.1 1.13.1

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1.2852 babel-plugin-transform-es2015-block-scoped-functions 6.22.0 6.22.0

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1.2853 is-data-descriptor 1.0.0 1.0.0

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1.2854 send 0.13.2 0.13.2

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1.2856 jsreport-jsrender 2.1.1 2.1.1

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1.2858 node-environment-flags 1.0.6 1.0.6

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1.2865 libcroco 0.6.11 1

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1.2912 babel-preset-stage-1 6.24.1 6.24.1

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* /opt/cola/permits/1126075559_1611565927.81/0/guava-28-1-android-sources-3-jar/com/google/common/collection/ForwardingSetMultimap.java
* /opt/cola/permits/1126075559_1611565927.81/0/guava-28-1-android-sources-3-jar/com/google/common/collection/ForwardingSortedSetMultimap.java
* /opt/cola/permits/1126075559_1611565927.81/0/guava-28-1-android-sources-3-jar/com/google/common/collection/ForwardingListMultimap.java
* /opt/cola/permits/1126075559_1611565927.81/0/guava-28-1-android-sources-3-jar/com/google/common/collection/MinMaxPriorityQueue.java
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* /opt/cola/permits/1126075559_1611565927.81/0/guava-28-1-android-sources-3.jar/com/google/common/graph/NetworkBuilder.java
* /opt/cola/permits/1126075559_1611565927.81/0/guava-28-1-android-sources-3.jar/com/google/common/graph/AbstractUndirectedNetworkConnections.java
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* /opt/cola/permits/1126075559_1611565927.81/0/guava-28-1-android-sources-3.jar/com/google/common/graph/GraphBuilder.java
* /opt/cola/permits/1126075559_1611565927.81/0/guava-28-1-android-sources-3.jar/com/google/common/graph/GraphConnections.java
* /opt/cola/permits/1126075559_1611565927.81/0/guava-28-1-android-sources-3.jar/com/google/common/collection/Comparators.java
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jar/com/google/common/collect/RangeGwtSerializationDependencies.java
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jar/com/google/common/collect/ImmutableMultisetGwtSerializationDependencies.java
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jar/com/google/common/graph/MapRetrievalCache.java
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jar/com/google/common/graph/AbstractGraphBuilder.java
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* /opt/cola/permits/1126075559_1611565927.81/0/guava-28-1-android-sources-3-jar/com/google/common/util/concurrent/WrappingScheduledExecutorService.java
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* /opt/cola/permits/1126075559_1611565927.81/0/guava-28-1-android-sources-3.jar/com/google/common/base/Verify.java
* /opt/cola/permits/1126075559_1611565927.81/0/guava-28-1-android-sources-3.jar/com/google/thirdparty/publicsuffix/PublicSuffixType.java
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  jar/com/google/common/reflect/TypeToken.java
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* /opt/cola/permits/1126075559_1611565927.81/0/guava-28-1-android-sources-3-jar/com/google/common/collect/SortedLists.java
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* /opt/cola/permits/1126075559_1611565927.81/0/guava-28-1-android-sources-3-
jar/com/google/common/util/concurrent/InterruptibleTask.java
* /opt/cola/permits/1126075559_1611565927.81/0/guava-28-1-android-sources-3-
jar/com/google/common/util/concurrent/CombinedFuture.java
* /opt/cola/permits/1126075559_1611565927.81/0/guava-28-1-android-sources-3-
jar/com/google/common/util/concurrent/Platform.java
* /opt/cola/permits/1126075559_1611565927.81/0/guava-28-1-android-sources-3-
jar/com/google/common/util/concurrent/AggregateFutureState.java
* /opt/cola/permits/1126075559_1611565927.81/0/guava-28-1-android-sources-3.jar/com/google/common/collect/ConsumingQueueIterator.java
* /opt/cola/permits/1126075559_1611565927.81/0/guava-28-1-android-sources-3.jar/com/google/common/hash/FarmHashFingerprint64.java
* /opt/cola/permits/1126075559_1611565927.81/0/guava-28-1-android-sources-3.jar/com/google/common/hash/LittleEndianByteArray.java

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* /opt/cola/permits/1126075559_1611565927.81/0/guava-28-1-android-sources-3.jar/com/google/common/primitives/UnsignedInteger.java
* /opt/cola/permits/1126075559_1611565927.81/0/guava-28-1-android-sources-3.jar/com/google/common/math/LongMath.java
* /opt/cola/permits/1126075559_1611565927.81/0/guava-28-1-android-sources-3.jar/com/google/common/base/Present.java
* /opt/cola/permits/1126075559_1611565927.81/0/guava-28-1-android-sources-3.jar/com/google/common/util/concurrent/ListeningScheduledExecutorService.java
* /opt/cola/permits/1126075559_1611565927.81/0/guava-28-1-android-sources-3.jar/com/google/common/base/Optional.java
* /opt/cola/permits/1126075559_1611565927.81/0/guava-28-1-android-sources-3.jar/com/google/common/hash/AbstractCompositeHashFunction.java
* /opt/cola/permits/1126075559_1611565927.81/0/guava-28-1-android-sources-3-
jar/com/google/common/hash/BloomFilter.java
* /opt/cola/permits/1126075559_1611565927.81/0/guava-28-1-android-sources-3-jar/com/google/common/collect/EmptyContiguousSet.java
* /opt/cola/permits/1126075559_1611565927.81/0/guava-28-1-android-sources-3-jar/com/google/common/primitives/UnsignedLong.java
* /opt/cola/permits/1126075559_1611565927.81/0/guava-28-1-android-sources-3-jar/com/google/common/reflect/Types.java
* /opt/cola/permits/1126075559_1611565927.81/0/guava-28-1-android-sources-3-jar/com/google/common/cache/Cache.java
* /opt/cola/permits/1126075559_1611565927.81/0/guava-28-1-android-sources-3-jar/com/google/common/hash/Crc32cHashFunction.java
* /opt/cola/permits/1126075559_1611565927.81/0/guava-28-1-android-sources-3-jar/com/google/common/hash/HashCode.java
* /opt/cola/permits/1126075559_1611565927.81/0/guava-28-1-android-sources-3-jar/com/google/common/base/FunctionalEquivalence.java
* /opt/cola/permits/1126075559_1611565927.81/0/guava-28-1-android-sources-3-jar/com/google/common/cache/CacheStats.java
* /opt/cola/permits/1126075559_1611565927.81/0/guava-28-1-android-sources-3-jar/com/google/common/hash/HashCode.java
* /opt/cola/permits/1126075559_1611565927.81/0/guava-28-1-android-sources-3-jar/com/google/common/math/DoubleUtils.java
* /opt/cola/permits/1126075559_1611565927.81/0/guava-28-1-android-sources-3-jar/com/google/common/math/Hashing.java
* /opt/cola/permits/1126075559_1611565927.81/0/guava-28-1-android-sources-3-jar/com/google/common/hash/Murmur3_32HashFunction.java
* /opt/cola/permits/1126075559_1611565927.81/0/guava-28-1-android-sources-3-jar/com/google/common/math/package-info.java
* /opt/cola/permits/1126075559_1611565927.81/0/guava-28-1-android-sources-3-jar/com/google/common/cache/AbstractCache.java
* /opt/cola/permits/1126075559_1611565927.81/0/guava-28-1-android-sources-3-jar/com/google/common/cache/ForwardingCache.java
* /opt/cola/permits/1126075559_1611565927.81/0/guava-28-1-android-sources-3-jar/com/google/common/math/BigIntegerMath.java
* /opt/cola/permits/1126075559_1611565927.81/0/guava-28-1-android-sources-3-jar/com/google/common/hash/AbstractHasher.java
* /opt/cola/permits/1126075559_1611565927.81/0/guava-28-1-android-sources-3-jar/com/google/common/hash/Murmur3_128HashFunction.java
* /opt/cola/permits/1126075559_1611565927.81/0/guava-28-1-android-sources-3-jar/com/google/common/cache/ForwardingLoadingCache.java
* /opt/cola/permits/1126075559_1611565927.81/0/guava-28-1-android-sources-3-jar/com/google/common/reflect/TypeParameter.java
* /opt/cola/permits/1126075559_1611565927.81/0/guava-28-1-android-sources-3-jar/com/google/common/util/concurrent/AbstractScheduledService.java
* /opt/cola/permits/1126075559_1611565927.81/0/guava-28-1-android-sources-3-jar/com/google/common/net/MediaType.java
* /opt/cola/permits/1126075559_1611565927.81/0/guava-28-1-android-sources-3-
jar/com/google/common/hash/Funnel.java
* /opt/cola/permits/1126075559_1611565927.81/0/guava-28-1-android-sources-3-jar/com/google/common/hash/HashFunction.java
* /opt/cola/permits/1126075559_1611565927.81/0/guava-28-1-android-sources-3-jar/com/google/common/cache/RemovalListener.java
* /opt/cola/permits/1126075559_1611565927.81/0/guava-28-1-android-sources-3-jar/com/google/common/primitives/ParseRequest.java
* /opt/cola/permits/1126075559_1611565927.81/0/guava-28-1-android-sources-3-jar/com/google/common/common/collect/RegularImmutableMultiset.java
* /opt/cola/permits/1126075559_1611565927.81/0/guava-28-1-android-sources-3-jar/com/google/common/hash/MessageDigestHashFunction.java
* /opt/cola/permits/1126075559_1611565927.81/0/guava-28-1-android-sources-3-jar/com/google/common/common/util/concurrent/ForwardingListeningExecutorService.java
* /opt/cola/permits/1126075559_1611565927.81/0/guava-28-1-android-sources-3-jar/com/google/common/common/util/concurrent/AtomicLongMap.java
* /opt/cola/permits/1126075559_1611565927.81/0/guava-28-1-android-sources-3-jar/com/google/common/common/util/concurrent/ExecutionError.java
* /opt/cola/permits/1126075559_1611565927.81/0/guava-28-1-android-sources-3-jar/com/google/common/common/util/concurrent/WrappingExecutorService.java

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* /opt/cola/permits/1126075559_1611565927.81/0/guava-28-1-android-sources-3-jar/com/google/common/collection/Preconditions.java
* /opt/cola/permits/1126075559_1611565927.81/0/guava-28-1-android-sources-3-jar/com/google/common/collection/TreeBasedTable.java
* /opt/cola/permits/1126075559_1611565927.81/0/guava-28-1-android-sources-3-jar/com/google/common/collection/ImmutableMapKeySet.java
* /opt/cola/permits/1126075559_1611565927.81/0/guava-28-1-android-sources-3-jar/com/google/common/collection/ImmutableMapEntrySet.java
* /opt/cola/permits/1126075559_1611565927.81/0/guava-28-1-android-sources-3-jar/com/google/common/collection/ImmutableMap.java
* /opt/cola/permits/1126075559_1611565927.81/0/guava-28-1-android-sources-3-jar/com/google/common/collection/ImmutableCollection.java
* /opt/cola/permits/1126075559_1611565927.81/0/guava-28-1-android-sources-3-jar/com/google/common/collection/Serialization.java
* /opt/cola/permits/1126075559_1611565927.81/0/guava-28-1-android-sources-3-jar/com/google/common/collection/Range.java
* /opt/cola/permits/1126075559_1611565927.81/0/guava-28-1-android-sources-3-jar/com/google/common/collection/ImmutableSortedSet.java
* /opt/cola/permits/1126075559_1611565927.81/0/guava-28-1-android-sources-3-jar/com/google/common/collection/ImmutableBiMap.java
* /opt/cola/permits/1126075559_1611565927.81/0/guava-28-1-android-sources-3-jar/com/google/common/collection/UnmodifiableIterator.java
* /opt/cola/permits/1126075559_1611565927.81/0/guava-28-1-android-sources-3-jar/com/google/common/collection/TreeBasedTable.java
* /opt/cola/permits/1126075559_1611565927.81/0/guava-28-1-android-sources-3-jar/com/google/common/collection/ImmutableMapValues.java
* /opt/cola/permits/1126075559_1611565927.81/0/guava-28-1-android-sources-3-jar/com/google/common/collection/ImmutableMapValues.java
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* /opt/cola/permits/1126075559_1611565927.81/0/guava-28-1-android-sources-3-jar/com/google/common/reflect/TypeCapture.java
* /opt/cola/permits/1126075559_1611565927.81/0/guava-28-1-android-sources-3-jar/com/google/common/html/package-info.java
* /opt/cola/permits/1126075559_1611565927.81/0/guava-28-1-android-sources-3-jar/com/google/common/util/concurrent/RateLimiter.java
* /opt/cola/permits/1126075559_1611565927.81/0/guava-28-1-android-sources-3-jar/com/google/common/reflect/AbstractInvocationHandler.java
* /opt/cola/permits/1126075559_1611565927.81/0/guava-28-1-android-sources-3-jar/com/google/common/math/LinearTransformation.java
* /opt/cola/permits/1126075559_1611565927.81/0/guava-28-1-android-sources-3-jar/com/google/common/math/Stats.java
* /opt/cola/permits/1126075559_1611565927.81/0/guava-28-1-android-sources-3-jar/com/google/common/math/LongAddables.java
* /opt/cola/permits/1126075559_1611565927.81/0/guava-28-1-android-sources-3-jar/com/google/common/util/concurrent/RateLimiter.java
* /opt/cola/permits/1126075559_1611565927.81/0/guava-28-1-android-sources-3-jar/com/google/common/html/package-info.java
* /opt/cola/permits/1126075559_1611565927.81/0/guava-28-1-android-sources-3-jar/com/google/common/util/concurrent/RateLimiter.java
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* /opt/cola/permits/1126075559_1611565927.81/0/guava-28-1-android-sources-3-jar/com/google/common/math/LinearTransformation.java
* /opt/cola/permits/1126075559_1611565927.81/0/guava-28-1-android-sources-3-jar/com/google/common/math/Stats.java
* /opt/cola/permits/1126075559_1611565927.81/0/guava-28-1-android-sources-3-jar/com/google/common/math/LongAddables.java
* /opt/cola/permits/1126075559_1611565927.81/0/guava-28-1-android-sources-3-jar/com/google/common/reflect/MutableTypeToInstanceMap.java
* /opt/cola/permits/1126075559_1611565927.81/0/guava-28-1-android-sources-3-jar/com/google/common/math/PairedStatsAccumulator.java

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

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 * /opt/cola/permits/1126075559_1611565927.81/0/guava-28-1-android-sources-3.jar/com/google/common/collect/ObjectCountLinkedHashMap.java
 * /opt/cola/permits/1126075559_1611565927.81/0/guava-28-1-android-sources-3.jar/com/google/common/graph/Traverser.java
 * /opt/cola/permits/1126075559_1611565927.81/0/guava-28-1-android-sources-3.jar/com/google/common/graph/AbstractBaseGraph.java
 * /opt/cola/permits/1126075559_1611565927.81/0/guava-28-1-android-sources-3.jar/com/google/common/graph/BaseGraph.java
 * /opt/cola/permits/1126075559_1611565927.81/0/guava-28-1-android-sources-3.jar/com/google/common/collect/ObjectCountHashMap.java

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 */
/*
 * This method was rewritten in Java from an intermediate step of the Murmur hash function in
 * http://code.google.com/p/smhasher/source/browse/trunk/MurmurHash3.cpp, which contained the
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jar/com/google/common/collection/EvictingQueue.java
*/
* /opt/cola/permits/1126075559_1611565927.81/0/guava-28-1-android-sources-3-
jar/com/google/common/collection/ForwardingImmutableList.java
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 */
/**
 * Not supported. <b>You are attempting to create a map that may contain a non-{@code Comparable}</b>
 * key.</b> Proper calls will resolve to the version in {@code ImmutableSortedMap}, not this dummy
 * version.
 *
 * @throws UnsupportedOperationException always
 *
 * @deprecated <b>Pass a key of type {@code Comparable} to use {@link
 *     ImmutableSortedMap#of(Comparable, Object)}.</b>
 */

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* /opt/cola/permits/1126075559_1611565927.81/0/guava-28-1-android-sources-3-
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 * or implied. See the License for the specific language governing permissions and limitations under
 * the License.
 */
/*
/**
 * Outer class that exists solely to let us write `{@code Partially.GwtIncompatible}` instead of plain
 * `{@code GwtIncompatible}`. This is more accurate for `{@link Futures#catching}`, which is available
 * under GWT but with a slightly different signature.
 *
 * <p>We can't use `{@code PartiallyGwtIncompatible}` because then the GWT compiler wouldn't recognize
 * it as a `{@code GwtIncompatible}` annotation. And for `{@code Futures.catching}`, we need the GWT
 * compiler to autostrip the normal server method in order to expose the special, inherited GWT
 * version.
 */
*/

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* /opt/cola/permits/1126075559_1611565927.81/0/guava-28-1-android-sources-3-jar/com/google/common/collect/SetMultimap.java
* /opt/cola/permits/1126075559_1611565927.81/0/guava-28-1-android-sources-3-jar/com/google/common/collect/ArrayListMultimap.java
* /opt/cola/permits/1126075559_1611565927.81/0/guava-28-1-android-sources-3-jar/com/google/common/collect/NaturalOrdering.java
* /opt/cola/permits/1126075559_1611565927.81/0/guava-28-1-android-sources-3-jar/com/google/common/collect/EnumHashBiMap.java
* /opt/cola/permits/1126075559_1611565927.81/0/guava-28-1-android-sources-3-jar/com/google/common/collect/LinkedHashMultimap.java
* /opt/cola/permits/1126075559_1611565927.81/0/guava-28-1-android-sources-3-jar/com/google/common/collect/ForwardingIterator.java
* /opt/cola/permits/1126075559_1611565927.81/0/guava-28-1-android-sources-3-jar/com/google/common/collection/TreeMultimap.java
* /opt/cola/permits/1126075559_1611565927.81/0/guava-28-1-android-sources-3-jar/com/google/common/collection/Interner.java
* /opt/cola/permits/1126075559_1611565927.81/0/guava-28-1-android-sources-3-jar/com/google/common/collection/MapDifference.java
* /opt/cola/permits/1126075559_1611565927.81/0/guava-28-1-android-sources-3-jar/com/google/common/collection/ForwardingMultimap.java
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* /opt/cola/permits/1126075559_1611565927.81/0/guava-28-1-android-sources-3-jar/com/google/common/collection/NullsLastOrdering.java
* /opt/cola/permits/1126075559_1611565927.81/0/guava-28-1-android-sources-3-jar/com/google/common/collection/LinkedHashMultiset.java
* /opt/cola/permits/1126075559_1611565927.81/0/guava-28-1-android-sources-3-jar/com/google/common/collection/ForwardingCollection.java
* /opt/cola/permits/1126075559_1611565927.81/0/guava-28-1-android-sources-3-jar/com/google/common/collection/SingletonImmutableSet.java
* /opt/cola/permits/1126075559_1611565927.81/0/guava-28-1-android-sources-3-jar/com/google/common/collection/ReverseNaturalOrdering.java
* /opt/cola/permits/1126075559_1611565927.81/0/guava-28-1-android-sources-3-jar/com/google/common/collection/Multiset.java
* /opt/cola/permits/1126075559_1611565927.81/0/guava-28-1-android-sources-3-jar/com/google/common/collection/ClassToInstanceMap.java
* /opt/cola/permits/1126075559_1611565927.81/0/guava-28-1-android-sources-3-jar/com/google/common/collection/ForwardingSortedMap.java
* /opt/cola/permits/1126075559_1611565927.81/0/guava-28-1-android-sources-3-jar/com/google/common/collection/package-info.java
* /opt/cola/permits/1126075559_1611565927.81/0/guava-28-1-android-sources-3-jar/com/google/common/collection/AbstractMapEntry.java
* /opt/cola/permits/1126075559_1611565927.81/0/guava-28-1-android-sources-3-jar/com/google/common/collection/ForwardingQueue.java
* /opt/cola/permits/1126075559_1611565927.81/0/guava-28-1-android-sources-3-jar/com/google/common/collection/ImmutableSet.java
* /opt/cola/permits/1126075559_1611565927.81/0/guava-28-1-android-sources-3-jar/com/google/common/collection/NullsFirstOrdering.java
* /opt/cola/permits/1126075559_1611565927.81/0/guava-28-1-android-sources-3-jar/com/google/common/collection/Forwarding.ConcurrentMap.java
* /opt/cola/permits/1126075559_1611565927.81/0/guava-28-1-android-sources-3-jar/com/google/common/collection/ForwardingListIterator.java
* /opt/cola/permits/1126075559_1611565927.81/0/guava-28-1-android-sources-3-jar/com/google/common/collection/AbstractMultiset.java
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* /opt/cola/permits/1126075559_1611565927.81/0/guava-28-1-android-sources-3-jar/com/google/common/collection/ForwardingMap.java
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* /opt/cola/permits/1126075559_1611565927.81/0/guava-28-1-android-sources-3-jar/com/google/common/collection/AbstractMapBasedMultiset.java
* /opt/cola/permits/1126075559_1611565927.81/0/guava-28-1-android-sources-3-jar/com/google/common/collection/ForwardingMapEntry.java
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* /opt/cola/permits/1126075559_1611565927.81/0/guava-28-1-android-sources-3-jar/com/google/common/util/concurrent/AtomicDoubleArray.java
* /opt/cola/permits/1126075559_1611565927.81/0/guava-28-1-android-sources-3-jar/com/google/common/cache/LongAdder.java
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/**
* Holder for extra methods of { @code Objects} only in web. Intended to be empty for regular
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*/

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* /opt/cola/permits/1126075559_1611565927.81/0/guava-28-1-android-sources-3-
jar/com/google/common/hash/AbstractHashFunction.java
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jar/com/google/common/util/concurrent/ForwardingLock.java
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* /opt/cola/permits/1126075559_1611565927.81/0/guava-28-1-android-sources-3-jar/com/google/common/collect/IndexedImmutableSet.java
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* /opt/cola/permits/1126075559_1611565927.81/0/guava-28-1-android-sources-3-jar/com/google/common/collection/AbstractIndexedListIterator.java
* /opt/cola/permits/1126075559_1611565927.81/0/guava-28-1-android-sources-3-jar/com/google/common/collection/ImmutableTable.java
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* /opt/cola/permits/1126075559_1611565927.81/0/guava-28-1-android-sources-3-jar/com/google/common/collection/ImmutableSortedSetFauxverideShim.java
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* /opt/cola/permits/1126075559_1611565927.81/0/guava-28-1-android-sources-3-jar/com/google/common/collection/ComputationException.java
jar/com/google/common/collect/DiscreteDomain.java
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/**
 * Returns an array containing all of the elements in the specified collection. This method
 * returns the elements in the order they are returned by the collection's iterator. The returned
 * array is "safe" in that no references to it are maintained by the collection. The caller is
 * thus free to modify the returned array.
 *
 * <p>This method assumes that the collection size doesn't change while the method is running.
 *
 * <p>TODo(kevinb): support concurrently modified collections?
 *
 * @param c the collection for which to return an array of elements
 */

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1.2926 camelcase-keys 2.1.0 2.1.0
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1.2935 llvm 6.0-1ubuntu2~16.04.1

1.2935.1 Available under license:

; RUN: llc < %s -mtriple=s390x-linux-gnu -mccpu=zEC12 -verify-machineinstrs | FileCheck %s
; Test that early if conversion produces LOCR with operands of the right
; register classes.

define void @autogen_SD4739(i8*) {
; CHECK-NOT: Expected a GR32Bit register, but got a GRX32Bit register
BB:
%L34 = load i8, i8* %0
%Cmp56 = icmp sgt i8 undef, %L34
br label %CF246

CF246:
; preds = %CF246, %BB
%SI163 = select i1 %Cmp56, i8 %L34, i8 undef
br i1 undef, label %CF246, label %CF248

CF248:
; preds = %CF248, %CF246
store i8 %SI163, i8* %0
br label %CF248
}
; NOTE: Assertions have been autogenerated by utils/update_llc_test_checks.py
; RUN: llc < %s -mtriple=x86_64-unknown-unknown -mattr=avx512vl,avx512bw,avx512dq,prefer-256-bit |
This file primarily contains tests for specific places in X86ISelLowering.cpp that needed be made aware of the legalizer not allowing 512-bit vectors due to prefer-256-bit even though AVX512 is enabled.

define void @add256(<16 x i32>* %a, <16 x i32>* %b, <16 x i32>* %c) "min-legal-vector-width"="256" {
  ; CHECK-LABEL: add256:
  ; CHECK:       # %bb.0:
  ; CHECK-NEXT:  vmovdqa (%rdi), %ymm0
  ; CHECK-NEXT:  vpaddd (%rsi), %ymm0, %ymm0
  ; CHECK-NEXT:  vpaddd 32(%rsi), %ymm1, %ymm0
  ; CHECK-NEXT:  vmovdqa %ymm1, 32(%rdx)
  ; CHECK-NEXT:  vpaddd %ymm1, %ymm0, %ymm1
  ; CHECK-NEXT:  vmovdqa %ymm0, 32(%rdx)
  ; CHECK-NEXT:  vzeroupper
  ; CHECK-NEXT:  retq
  %d = load <16 x i32>, <16 x i32>* %a
  %e = load <16 x i32>, <16 x i32>* %b
  %f = add <16 x i32> %d, %e
  store <16 x i32> %f, <16 x i32>* %c
  ret void
}

define void @add512(<16 x i32>* %a, <16 x i32>* %b, <16 x i32>* %c) "min-legal-vector-width"="512" {
  ; CHECK-LABEL: add512:
  ; CHECK:       # %bb.0:
  ; CHECK-NEXT:  vmovdqa64 (%rdi), %zmm0
  ; CHECK-NEXT:  vpaddd (%rsi), %zmm0, %zmm0
  ; CHECK-NEXT:  vmovdqa64 %zmm0, (%rdx)
  ; CHECK-NEXT:  vpaddd %zmm0, %zmm0, %zmm1
  ; CHECK-NEXT:  vzeroupper
  ; CHECK-NEXT:  retq
  %d = load <16 x i32>, <16 x i32>* %a
  %e = load <16 x i32>, <16 x i32>* %b
  %f = add <16 x i32> %d, %e
  store <16 x i32> %f, <16 x i32>* %c
  ret void
}

define void @avg_v64i8_256(<64 x i8>* %a, <64 x i8>* %b) "min-legal-vector-width"="256" {
  ; CHECK-LABEL: avg_v64i8_256:
  ; CHECK:       # %bb.0:
  ; CHECK-NEXT:  vmovdqa (%rsi), %ymm0
  ; CHECK-NEXT:  vpavgb (%rdi), %ymm0, %ymm0
  ; CHECK-NEXT:  vpavgb 32(%rdi), %ymm1, %ymm0
  ; CHECK-NEXT:  vmovdqu %ymm1, %rax
  ; CHECK-NEXT:  vzeroupper
  ; CHECK-NEXT:  retq
  %d = load <64 x i8>, <64 x i8>* %a
  %e = load <64 x i8>, <64 x i8>* %b
  %f = add <64 x i8> %d, %e
  store <64 x i8> %f, <64 x i8>* %c
  ret void
}

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define void @avg_v64i8_512(<64 x i8>* %a, <64 x i8>* %b) "min-legal-vector-width"="512" {  
; CHECK-LABEL: avg_v64i8_512:  
; CHECK:       # %bb.0:  
; CHECK-NEXT: vnfmadd2hdq (%rsi, %rdx, %rdx, %zmm0)  
; CHECK-NEXT: vpmaddwd (%rdi, %zmm0, %zmm0)  
; CHECK-NEXT: vzeroupper  
; CHECK-NEXT: retq  
%1 = load <64 x i8>, <64 x i8>* %a  
%2 = load <64 x i8>, <64 x i8>* %b  
%3 = zext <64 x i8> %1 to <64 x i32>  
%4 = zext <64 x i8> %2 to <64 x i32>  
%5 = add nsw %3, %4  
%6 = add nsw %5  
%7 = lshl <64 x i32> %7, %6  
%8 = trunc <64 x i32> %7 to <64 x i8>  
store <64 x i8> %8, <64 x i8>* undef, align 4  
ret void  
}  

define void @pmaddwd_32_256(<32 x i16>* %APtr, <32 x i16>* %BPtr, <16 x i32>* %CPtr) "min-legal-vector-width"="256" {  
; CHECK-LABEL: pmaddwd_32_256:  
; CHECK:       # %bb.0:  
; CHECK-NEXT: vmaddsd (%rsi, %rdi, %zmm0)  
; CHECK-NEXT: vzeroupper  
; CHECK-NEXT: retq  
%1 = load <64 x i8>, <64 x i8>* %a  
%2 = load <64 x i8>, <64 x i8>* %b  
%3 = zext <64 x i8> %1 to <64 x i32>  
%4 = zext <64 x i8> %2 to <64 x i32>  
%5 = add nsw %3, %4  
%6 = add nsw %5  
%7 = lshl <64 x i32> %7, %6  
%8 = trunc <64 x i32> %7 to <64 x i8>  
store <64 x i8> %8, <64 x i8>* undef, align 4  
ret void  
}
define void @pmaddwd_32_256(<32 x i16>* %APtr, <32 x i16>* %BPtr, <16 x i32>* %CPtr) "min-legal-vector-width"="256" {  
; CHECK-LABEL: pmaddwd_32_256:  
; CHECK:      # %bb.0:  
; CHECK-NEXT: vmovdqa (%rdi), %ymm0  
; CHECK-NEXT: vmovdqa 32(%rdi), %ymm1  
; CHECK-NEXT: vpmaddwd (%rsi), %ymm0, %ymm0  
; CHECK-NEXT: vpmaddwd 32(%rsi), %ymm1, %ymm1  
; CHECK-NEXT: vmovdqa %ymm1, 32(%rdx)  
; CHECK-NEXT: vmovdqa %ymm0, (%rdx)  
; CHECK-NEXT: vzeroupper  
; CHECK-NEXT: retq  
    %A = load <32 x i16>, <32 x i16>* %APtr  
    %B = load <32 x i16>, <32 x i16>* %BPtr  
    %a = sext <32 x i16> %A to <32 x i32>  
    %b = sext <32 x i16> %B to <32 x i32>  
    %m = mul nsw <32 x i32> %a, %b  
    %odd = shufflevector <32 x i32> %m, <32 x i32> undef, <16 x i32>  
    %even = shufflevector <32 x i32> %m, <32 x i32> undef, <16 x i32>  
    %ret = add <16 x i32> %odd, %even  
    store <16 x i32> %ret, <16 x i32>* %CPtr  
    ret void  
}  

define void @pmaddwd_32_512(<32 x i16>* %APtr, <32 x i16>* %BPtr, <16 x i32>* %CPtr) "min-legal-vector-width"="512" {  
; CHECK-LABEL: pmaddwd_32_512:  
; CHECK:      # %bb.0:  
; CHECK-NEXT: vmovdqa64 (%rdi), %zmm0  
; CHECK-NEXT: vpmaddwd (%rsi), %zmm0, %zmm0  
; CHECK-NEXT: vmovdqa64 %zmm0, (%rdx)  
; CHECK-NEXT: vzeroupper  
; CHECK-NEXT: retq  
    %A = load <32 x i16>, <32 x i16>* %APtr  
    %B = load <32 x i16>, <32 x i16>* %BPtr  
    %a = sext <32 x i16> %A to <32 x i32>  
    %b = sext <32 x i16> %B to <32 x i32>  
    %m = mul nsw <32 x i32> %a, %b  
    %odd = shufflevector <32 x i32> %m, <32 x i32> undef, <16 x i32>  
    %even = shufflevector <32 x i32> %m, <32 x i32> undef, <16 x i32>  
    %ret = add <16 x i32> %odd, %even  
    store <16 x i32> %ret, <16 x i32>* %CPtr  
    ret void  
}
define void @psubus_64i8_max_256(<64 x i8>* %xptr, <64 x i8>* %yptr, <64 x i8>* %zptr) "min-legal-vector-width"="256" {
    ; CHECK-LABEL: psubus_64i8_max_256:
    ; CHECK:   # %bb.0:
    ; CHECK-NEXT: vmovdqa (%rdi), %ymm0
    ; CHECK-NEXT: vmovdqa 32(%rdi), %ymm1
    ; CHECK-NEXT: vpsubusb (%rsi), %ymm0, %ymm0
    ; CHECK-NEXT: vpsubusb 32(%rsi), %ymm1, %ymm1
    ; CHECK-NEXT: vmovdqa %ymm1, 32(%rdx)
    ; CHECK-NEXT: vmovdqa %ymm0, (%rdx)
    ; CHECK-NEXT: vzeroupper
    ; CHECK-NEXT: retq
    %x = load <64 x i8>, <64 x i8>* %xptr
    %y = load <64 x i8>, <64 x i8>* %yptr
    %cmp = icmp ult <64 x i8> %x, %y
    %max = select <64 x i1> %cmp, <64 x i8> %y, <64 x i8> %x
    %res = sub <64 x i8> %max, %y
    store <64 x i8> %res, <64 x i8>* %zptr
    ret void
}

define void @psubus_64i8_max_512(<64 x i8>* %xptr, <64 x i8>* %yptr, <64 x i8>* %zptr) "min-legal-vector-width"="512" {
    ; CHECK-LABEL: psubus_64i8_max_512:
    ; CHECK:   # %bb.0:
    ; CHECK-NEXT: vmovdqa64 (%rdi), %zmm0
    ; CHECK-NEXT: vpsubusb (%rsi), %zmm0, %zmm0
    ; CHECK-NEXT: vpsubusb 32(%rsi), %zmm1, %zmm1
    ; CHECK-NEXT: vmovdqa64 %zmm1, 32(%rdx)
    ; CHECK-NEXT: vzeroupper
    ; CHECK-NEXT: retq
    %x = load <64 x i8>, <64 x i8>* %xptr
    %y = load <64 x i8>, <64 x i8>* %yptr
    %cmp = icmp ult <64 x i8> %x, %y
    %max = select <64 x i1> %cmp, <64 x i8> %y, <64 x i8> %x
    %res = sub <64 x i8> %max, %y
    store <64 x i8> %res, <64 x i8>* %zptr
    ret void
}

define i32 @_Z9test_charPcS_i_256(i8* nocapture readonly, i8* nocapture readonly, i32) "min-legal-vector-width"="256" {
    ; CHECK-LABEL: _Z9test_charPcS_i_256:
    ; CHECK:   # %bb.0: # %entry
    ; CHECK-NEXT: movl %edx, %eax
    ; CHECK-NEXT: vpxor %xmm0, %xmm0, %xmm0
    ; CHECK-NEXT: xorl %ecx, %ecx
    ; CHECK-NEXT: vpxor %xmm1, %xmm1, %xmm1
    ; CHECK-NEXT: vpxor %xmm2, %xmm2, %xmm2
    ; CHECK-NEXT: .p2align 4, 0x90

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entry:
%3 = zext i32 %2 to i64
br label %vector.body

vector.body:
%index = phi i64 [ %index.next, %vector.body ], [ 0, %entry ]
%vec_phi = phi <32 x i32> [ %11, %vector.body ], [ zeroinitializer, %entry ]
%4 = getelementptr inbounds i8, i8* %2, i64 %index
%5 = bitcast i8* %4 to <32 x i8>*
%wide.load = load <32 x i8>, <32 x i8>* %5, align 1
%6 = sext <32 x i8> %wide.load to <32 x i32>
%7 = getelementptr inbounds i8, i8* %1, i64 %1
%8 = bitcast i8* %7 to <32 x i8>*
%wide.load14 = load <32 x i8>, <32 x i8>* %8, align 1
%9 = sext <32 x i8> %wide.load14 to <32 x i32>
%10 = mul nsw <32 x i32> %9, %6
%11 = add nsw <32 x i32> %10, %vec_phi
%index.next = add i64 %index, 32
%12 = icmp eq i64 %index.next, %3
br i1 %12, label %middle.block, label %vector.body

middle.block:
define i32 @_Z9test_charPcS_i_512(i8* nocapture readonly, i8* nocapture readonly, i32) "min-legal-vector-width"="512" {
  ; CHECK-LABEL: _Z9test_charPcS_i_512:
  ; CHECK:      # %bb.0: # %entry
  ; CHECK-NEXT: movl %edx, %eax
  ; CHECK-NEXT: vpxor %xmm0, %xmm0, %xmm0
  ; CHECK-NEXT: xorl %ecx, %ecx
  ; CHECK-NEXT: vpxor %xmm1, %xmm1, %xmm1
  ; CHECK-NEXT: .p2align 4, 0x90
  ; CHECK-NEXT: .LBB9_1: # %vector.body
  ; =>This Inner Loop Header: Depth=1
  ; CHECK-NEXT: vpmovsxbw (%rdi,%rcx), %zmm2
  ; CHECK-NEXT: vpmovsxbw (%rsi,%rcx), %zmm3
  ; CHECK-NEXT: vpmaddwd %zmm2, %zmm3, %zmm2
  ; CHECK-NEXT: vpaddd %zmm1, %zmm2, %zmm1
  ; CHECK-NEXT: addq $32, %rcx
  ; CHECK-NEXT: cmpq %rcx, %rax
  ; CHECK-NEXT: jne .LBB9_1
  ; CHECK-NEXT: .LBB9_2: # %middle.block
  ; CHECK-NEXT: ...
  ; CHECK-NEXT: ...
  ; CHECK-NEXT: ...
}
entry:
   %3 = zext i32 %2 to i64
   br label %vector.body

vector.body:
   %index = phi i64 [ %index.next, %vector.body ], [ 0, %entry ]
   %vec.phi = phi <32 x i32> [ %11, %vector.body ], [ zeroinitializer, %entry ]
   %4 = getelementptr inbounds i8, i8* %0, i64 %index
   %5 = bitcast i8* %4 to <32 x i8>*
   %6 = sext <32 x i8> %5 to i64
   %7 = getelementptr inbounds i8, i8* %1, i64 %index
   %8 = bitcast i8* %7 to <32 x i8>*
   %9 = sext <32 x i8> %8 to i64
   %10 = mul nsw <32 x i32> %9, %6
   %11 = add i64 %10, %vec.phi
   br i1 %12, label %middle.block, label %vector.body

middle.block:
   %rdx.shuf1 = shufflevector <32 x i32> %11, <32 x i32> undef, <32 x i32> <i32 16, i32 17, i32 18, i32 19, i32 20, i32 21, i32 22, i32 23, i32 24, i32 25, i32 26, i32 27, i32 28, i32 29, i32 30, i32 31, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef
   %bin.rdx1 = add <32 x i32> %11, %rdx.shuf1
   %rdx.shuf = shufflevector <32 x i32> %bin.rdx1, <32 x i32> undef, <32 x i32> <i32 8, i32 9, i32 10, i32 11, i32 12, i32 13, i32 14, i32 15, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef
   %bin.rdx = add <32 x i32> %bin.rdx1, %rdx.shuf
   %rdx.shuf15 = shufflevector <32 x i32> %bin.rdx, <32 x i32> undef, <32 x i32> <i32 4, i32 5, i32 6, i32 7, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef>
%bin.rdx32 = add <32 x i32> %bin.rdx, %rdx.shuf15
%rdx.shuf17 = shufflevector <32 x i32> %bin.rdx32, <32 x i32> undef, <32 x i32> <i32 2, i32 3, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 unde

%bin.rdx18 = add <32 x i32> %bin.rdx32, %rdx.shuf17
%rdx.shuf19 = shufflevector <32 x i32> %bin.rdx18, <32 x i32> undef, <32 x i32> <i32 1, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 unde
%bin.rdx20 = add <32 x i32> %bin.rdx18, %rdx.shuf19
%13 = extractelement <32 x i32> %bin.rdx20, i32 0
ret i32 %13
}

@a = global [1024 x i8] zeroinitializer, align 16
@b = global [1024 x i8] zeroinitializer, align 16

define i32 @sad_16i8_256() "min-legal-vector-width"="256" {
    ; CHECK-LABEL: sad_16i8_256:
    ; CHECK:     # %bb.0: # %entry
    ; CHECK-NEXT: vpxor %xmm0, %xmm0, %xmm0
    ; CHECK-NEXT: movq $-1024, %rax # imm = 0xFC00
    ; CHECK-NEXT: vpxor %xmm1, %xmm1, %xmm1
    ; CHECK-NEXT: .p2align 4, 0x90
    ; CHECK-NEXT:   LBB10_1: # %vector.body
    ; CHECK-NEXT:     # =>This Inner Loop Header: Depth=1
    ; CHECK-NEXT:       vmovdqu a+1024(%rax), %xmm2
    ; CHECK-NEXT:       vpsadbw b+1024(%rax), %xmm2
    ; CHECK-NEXT:       vpaddd %ymm1, %ymm2, %ymm1
    ; CHECK-NEXT:       addq $4, %rax
    ; CHECK-NEXT:       jne .LBB10_1
    ; CHECK-NEXT:       vmovd %xmm0, %eax
    ; CHECK-NEXT:       vzeroupper
    ; CHECK-NEXT:       retq
    ; CHECK-NEXT:     entry:
    ; br label %vector.body
    
    vector.body:
    %index = phi i64 [ 0, %entry ], [ %index.next, %vector.body ]
%vec.phi = phi <16 x i32> [ zeroinitializer, %entry ], [ %10, %vector.body ]
%0 = getelementptr inbounds [1024 x i8], [1024 x i8]* @a, i64 0, i64 %index
%1 = bitcast i8* %0 to <16 x i8>*
%wide.load = load <16 x i8>, <16 x i8>* %1, align 4
%2 = zext <16 x i8> %wide.load to <16 x i32>
%3 = getelementptr inbounds [1024 x i8], [1024 x i8]* @b, i64 0, i64 %index
%4 = bitcast i8* %3 to <16 x i8>*
%wide.load1 = load <16 x i8>, <16 x i8>* %4, align 4
%5 = zext <16 x i8> %wide.load1 to <16 x i32>
%6 = sub nsw <16 x i32> %2, %5
%7 = icmp sgt <16 x i32> %6, <i32 -1, i32 -1, i32 -1, i32 -1, i32 -1, i32 -1, i32 -1, i32 -1, i32 -1, i32 -1, i32 -1, i32 -1, i32 -1, i32 -1, i32 -1> %8 = sub nsw <16 x i32> zeroinitializer, %6
%9 = select <16 x i1> %7, <16 x i32> %6, <16 x i32> %8
%10 = add nsw <16 x i32> %9, %vec.phi
%index.next = add i64 %index, 4
%11 = icmp eq i64 %index.next, 1024
br i1 %11, label %middle.block, label %vector.body

middle.block:
%.lcssa = phi <16 x i32> [ %10, %vector.body ]
%rdx.shuf = shufflevector <16 x i32> %.lcssa, <16 x i32> undef, <16 x i32> <i32 8, i32 9, i32 10, i32 11, i32 12, i32 13, i32 14, i32 15, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef>
%bin.rdx = add <16 x i32> %.lcssa, %rdx.shuf
%rdx.shuf2 = shufflevector <16 x i32> %bin.rdx, <16 x i32> undef, <16 x i32> <i32 4, i32 5, i32 6, i32 7, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef>
%bin.rdx2 = add <16 x i32> %bin.rdx, %rdx.shuf2
%rdx.shuf3 = shufflevector <16 x i32> %bin.rdx2, <16 x i32> undef, <16 x i32> <i32 2, i32 3, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef>
%bin.rdx3 = add <16 x i32> %bin.rdx2, %rdx.shuf3
%rdx.shuf4 = shufflevector <16 x i32> %bin.rdx3, <16 x i32> undef, <16 x i32> <i32 1, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef>
%bin.rdx4 = add <16 x i32> %bin.rdx3, %rdx.shuf4
%12 = extractelement <16 x i32> %bin.rdx4, i32 0
ret i32 %12
}
define i32 @sad_16i8_512() "min-legal-vector-width"="512" {
; CHECK-LABEL: sad_16i8_512:
; CHECK:   # %bb.0: # %entry
; CHECK-NEXT: vpxor %xmm0, %xmm0, %xmm0
; CHECK-NEXT: movq $-1024, %rax # imm = 0xFC00
; CHECK-NEXT: .p2align 4, 0x90
; CHECK-NEXT: .LBB11_1: # %vector.body
; CHECK-NEXT: # =>This Inner Loop Header: Depth=1

entry:
  br label %vector.body

vector.body:

%vec.phi = phi <16 x i32> [ zeroinitializer, %entry ], [ %10, %vector.body ]
%0 = getelementptr inbounds [1024 x i8], [1024 x i8]* @a, i64 0, i64 %index
%1 = bitcast i8* %0 to <16 x i8>*
%2 = load <16 x i8>, <16 x i8>* %1, align 4
%3 = getelementptr inbounds [1024 x i8], [1024 x i8]* @b, i64 0, i64 %index
%4 = bitcast i8* %3 to <16 x i8>*
%wide.load = load <16 x i8>, <16 x i8>* %2
%6 = sub nsw <16 x i32> %2, %5
%7 = icmp sgt <16 x i32> %6, %i32 -1
%8 = sub nsw <16 x i32> %4, %3
%9 = select <16 x i1> %7, %16 x i32>, %16 x i32>
%10 = add nsw <16 x i32> %9
%index.next = add i64 %index, 4
%11 = icmp eq i64 %index.next, 1024
br i1 %11, label %middle.block, label %vector.body

middle.block:

%rdx.shuf = shufflevector <16 x i32> %index, <16 x i32> undef, <16 x i32> undef, <16 x i32> undef, <16 x i32> undef, <16 x i32> undef, <16 x i32> undef, <16 x i32> undef, <16 x i32> undef, <16 x i32> undef, <16 x i32> undef, <16 x i32> undef, <16 x i32> undef, <16 x i32> undef, <16 x i32> undef, <16 x i32> undef

i32 undef>
%bin.rdx2 = add <16 x i32> %bin.rdx, %rdx.shuf2
%rdx.shuf3 = shufflevector <16 x i32> %bin.rdx2, <16 x i32> undef, <16 x i32> undef, <16 x i32> undef, <16 x i32> undef, <16 x i32> undef, <16 x i32> undef, <16 x i32> undef, <16 x i32> undef, <16 x i32> undef, <16 x i32> undef, <16 x i32> undef, <16 x i32> undef, <16 x i32> undef, <16 x i32> undef, <16 x i32> undef>
%bin.rdx3 = add <16 x i32> %bin.rdx2, %rdx.shuf3
%rdx.shuf4 = shufflevector <16 x i32> %bin.rdx3, <16 x i32> undef, <16 x i32> undef, <16 x i32> undef, <16 x i32> undef, <16 x i32> undef, <16 x i32> undef, <16 x i32> undef, <16 x i32> undef, <16 x i32> undef, <16 x i32> undef, <16 x i32> undef, <16 x i32> undef, <16 x i32> undef, <16 x i32> undef, <16 x i32> undef, <16 x i32> undef>
%bin.rdx4 = add <16 x i32> %bin.rdx3, %rdx.shuf4
%12 = extractelement <16 x i32> %bin.rdx4, i32 0
ret i32 %12
}
define void @sbto16f32_256(<16 x i16> %a, <16 x float>* %res) "min-legal-vector-width"="256" {  
; CHECK-LABEL: sbto16f32_256:
; CHECK: # %bb.0:
; CHECK-NEXT: vpmovw2m %ymm0, %k0
; CHECK-NEXT: kshiftrw $8, %k0, %k1
; CHECK-NEXT: vpmovm2d %k1, %ymm0
; CHECK-NEXT: vcvtdq2ps %ymm0, %ymm0
; CHECK-NEXT: vpmovm2d %k0, %ymm1
; CHECK-NEXT: vcvtdq2ps %ymm1, %ymm1
; CHECK-NEXT: vmovaps %ymm1, (%rdi)
; CHECK-NEXT: vmovaps %ymm0, 32(%rdi)
; CHECK-NEXT: vzeroupper
; CHECK-NEXT: retq
%mask = icmp slt <16 x i16> %a, zeroinitialize
%1 = sitofp <16 x i1> %mask to <16 x float>
store <16 x float> %1, <16 x float>* %res
ret void
}
define void @sbto16f32_512(<16 x i16> %a, <16 x float>* %res) "min-legal-vector-width"="512" {  
; CHECK-LABEL: sbto16f32_512:
; CHECK: # %bb.0:
; CHECK-NEXT: vpmovw2m %ymm0, %k0
; CHECK-NEXT: vpmovm2d %k0, %zmm0
; CHECK-NEXT: vcvtdq2ps %zmm0, %zmm0
; CHECK-NEXT: vmovaps %zmm0, (%rdi)
; CHECK-NEXT: vzeroupper
; CHECK-NEXT: retq
%mask = icmp slt <16 x i16> %a, zeroinitialize
%1 = sitofp <16 x i1> %mask to <16 x float>
store <16 x float> %1, <16 x float>* %res
ret void
}
define void @sbto16f64_256(<16 x i16> %a, <16 x double>* %res) "min-legal-vector-width"="256" {  
; CHECK-LABEL: sbto16f64_256:  
; CHECK:     # %bb.0:  
; CHECK-NEXT: vpmovw2m %ymm0, %k0  
; CHECK-NEXT: kshiftrw $8, %k0, %k1  
; CHECK-NEXT: vpmovm2d %k1, %ymm0  
; CHECK-NEXT: vcvtdq2pd %xmm0, %ymm1  
; CHECK-NEXT: vextracti128 $1, %ymm0, %xmm0  
; CHECK-NEXT: vcvtdq2pd %xmm0, %ymm0  
; CHECK-NEXT: vpmovm2d %k0, %ymm2  
; CHECK-NEXT: vcvtdq2pd %xmm2, %ymm3  
; CHECK-NEXT: vextracti128 $1, %ymm2, %xmm2  
; CHECK-NEXT: vcmovaps %ymm2, 32(%rdi)  
; CHECK-NEXT: vcmovaps %ymm3, (%rdi)  
; CHECK-NEXT: vcmovaps %ymm0, 96(%rdi)  
; CHECK-NEXT: vcmovaps %ymm1, 64(%rdi)  
; CHECK-NEXT: vzeroupper  
; CHECK-NEXT: retq  
%mask = icmp slt <16 x i16> %a, zeroinitializer  
%1 = sitofp <16 x i1> %mask to <16 x double>  
store <16 x double> %1, <16 x double>* %res  
ret void  
}

#define void @sbto16f64_512(<16 x i16> %a, <16 x double>* %res) "min-legal-vector-width"="512" {  
; CHECK-LABEL: sbto16f64_512:  
; CHECK:     # %bb.0:  
; CHECK-NEXT: vpmovw2m %ymm0, %k0  
; CHECK-NEXT: vpmovm2d %k0, %zmm0  
; CHECK-NEXT: vcvtdq2pd %ymm0, %zmm1  
; CHECK-NEXT: vextracti64x4 $1, %zmm0, %ymm0  
; CHECK-NEXT: vcvtdq2pd %ymm0, %zmm0  
; CHECK-NEXT: vcmovaps %zmm0, 64(%rdi)  
; CHECK-NEXT: vcmovaps %zmm1, (%rdi)  
; CHECK-NEXT: vzeroupper  
; CHECK-NEXT: retq  
%mask = icmp slt <16 x i16> %a, zeroinitializer  
%1 = sitofp <16 x i1> %mask to <16 x double>  
store <16 x double> %1, <16 x double>* %res  
ret void  
}

#define void @ubto16f32_256(<16 x i16> %a, <16 x float>* %res) "min-legal-vector-width"="256" {  
; CHECK-LABEL: ubto16f32_256:  
; CHECK:     # %bb.0:  
; CHECK-NEXT: vpmovw2m %ymm0, %k0  
; CHECK-NEXT: kshiftrw $8, %k0, %k1  
; CHECK-NEXT: vpmovm2d %k1, %zmm0  
; CHECK-NEXT: vcvtdq2pd %zmm0, %zmm1  
; CHECK-NEXT: vextracti128 $1, %zmm0, %zmm0  
; CHECK-NEXT: vcvtdq2pd %zmm0, %zmm0  
; CHECK-NEXT: vcmovaps %zmm0, 64(%rdi)  
; CHECK-NEXT: vcmovaps %zmm1, (%rdi)  
; CHECK-NEXT: vzeroupper  
; CHECK-NEXT: retq  
%mask = icmp slt <16 x i16> %a, zeroinitializer  
%1 = sitofp <16 x i1> %mask to <16 x float>  
store <16 x float> %1, <16 x float>* %res  
ret void  
}
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define void @ubto16f32_512(<16 x i16> %a, <16 x float>* %res) "min-legal-vector-width"="512" {
; CHECK-LABEL: ubto16f32_512:
; CHECK: # %bb.0:
; CHECK-NEXT: vpmovm2d %k1, %ymm0
; CHECK-NEXT: vpsrld $31, %ymm0, %ymm0
; CHECK-NEXT: vcvtqd2ps %ymm0, %ymm0
; CHECK-NEXT: vpmovm2d %k0, %ymm1
; CHECK-NEXT: vpsrld $31, %ymm1, %ymm1
; CHECK-NEXT: vcvtqd2ps %ymm1, %ymm1
; CHECK-NEXT: vmovaps %ymm1, (%rdi)
; CHECK-NEXT: vmovaps %ymm0, 32(%rdi)
; CHECK-NEXT: vzeroupper
; CHECK-NEXT: retq

%mask = icmp slt <16 x i16> %a, zeroinitialize
%1 = uitofp <16 x i1> %mask to <16 x float>
store <16 x float> %1, <16 x float>* %res
ret void
}

define void @ubto16f64_256(<16 x i16> %a, <16 x double>* %res) "min-legal-vector-width"="256" {
; CHECK-LABEL: ubto16f64_256:
; CHECK: # %bb.0:
; CHECK-NEXT: vpmovw2m %ymm0, %k0
; CHECK-NEXT: vpmovm2d %k0, %zmm0
; CHECK-NEXT: vpsrld $31, %zmm0, %zmm0
; CHECK-NEXT: vcvtqd2ps %zmm0, %zmm0
; CHECK-NEXT: vmovaps %zmm0, (%rdi)
; CHECK-NEXT: vzeroupper
; CHECK-NEXT: retq

%mask = icmp slt <16 x i16> %a, zeroinitialize
%1 = uitofp <16 x i1> %mask to <16 x float>
store <16 x float> %1, <16 x float>* %res
ret void
}

define void @ubto16f64_256(<16 x i16> %a, <16 x double>* %res) "min-legal-vector-width"="256" {
; CHECK-LABEL: ubto16f64_256:
; CHECK: # %bb.0:
; CHECK-NEXT: vpmovw2m %ymm0, %k0
; CHECK-NEXT: kshiftrw $8, %k0, %k1
; CHECK-NEXT: vpmovm2d %k1, %ymm0
; CHECK-NEXT: vpsrld $31, %ymm0, %ymm0
; CHECK-NEXT: vcvtqd2pd %xmm0, %ymm0
; CHECK-NEXT: vextracti128 $1, %ymm0, %xmm0
; CHECK-NEXT: vcvtqd2pd %xmm0, %ymm0
; CHECK-NEXT: vpmovm2d %k0, %ymm2
; CHECK-NEXT: vpsrld $31, %ymm2, %ymm2
; CHECK-NEXT: vcvtqd2pd %xmm2, %ymm3
; CHECK-NEXT: vextracti128 $1, %ymm2, %xmm2
; CHECK-NEXT: vcvtqd2pd %xmm2, %ymm2
; CHECK-NEXT: vmovaps %ymm2, 32(%rdi)
\texttt{define \texttt{void \texttt{@ubto16f64_512}(\texttt{<16 x i16> \texttt{%a, <16 x double>* \texttt{%res}} \texttt{) \texttt{\textit{min-legal-vector-width}="512" \{}}}}}

\texttt{define \texttt{\texttt{<16 x i16> \texttt{@test_16f32toub_256}(\texttt{<16 x float>* \texttt{%ptr}, \texttt{<16 x i16> \texttt{%passthru}} \texttt{) \texttt{\textit{min-legal-vector-width}="256" \{}}}}}}}
define <16 x i16> @test_16f32toub_512(<16 x float>* %ptr, <16 x i16> %passthru) "min-legal-vector-width"="512" {
; CHECK-LABEL: test_16f32toub_512:
; CHECK:    # %bb.0:
; CHECK-NEXT: vcvtps2dq (%rdi), %zmm1
; CHECK-NEXT: vpvpld $31, %zmm1, %zmm1
; CHECK-NEXT: vpmovd2m %zmm1, %k1
; CHECK-NEXT: vmovdqu16 %ymm0, %ymm0 [%k1] {z}
; CHECK-NEXT: retq
%a = load <16 x float>, <16 x float>* %ptr
%mask = fptoui <16 x float> %a to <16 x i1>
%select = select <16 x i1> %mask, <16 x i16> %passthru, <16 x i16> zeroinitializer
ret <16 x i16> %select
}

define <16 x i16> @test_16f32tosb_256(<16 x float>* %ptr, <16 x i16> %passthru) "min-legal-vector-width"="256" {
; CHECK-LABEL: test_16f32tosb_256:
; CHECK:    # %bb.0:
; CHECK-NEXT: vcvtps2dq (%rdi), %ymm1
; CHECK-NEXT: vpmovd2m %ymm1, %k0
; CHECK-NEXT: vcvtps2dq 32(%rdi), %ymm1
; CHECK-NEXT: vpmovd2m %ymm1, %k1
; CHECK-NEXT: kunpckbw %k0, %k1, %k1
; CHECK-NEXT: vmovdqu16 %ymm0, %ymm0 [%k1] {z}
; CHECK-NEXT: retq
%a = load <16 x float>, <16 x float>* %ptr
%mask = fptosi <16 x float> %a to <16 x i1>
%select = select <16 x i1> %mask, <16 x i16> %passthru, <16 x i16> zeroinitializer
ret <16 x i16> %select
}

define <16 x i16> @test_16f32tosb_512(<16 x float>* %ptr, <16 x i16> %passthru) "min-legal-vector-width"="512" {
; CHECK-LABEL: test_16f32tosb_512:
; CHECK:    # %bb.0:
; CHECK-NEXT: vcvtps2dq (%rdi), %zmm1
; CHECK-NEXT: vpmovd2m %zmm1, %k1
; CHECK-NEXT: vmovdqu16 %ymm0, %ymm0 [%k1] {z}
; CHECK-NEXT: retq
%a = load <16 x float>, <16 x float>* %ptr
%mask = fptosi <16 x float> %a to <16 x i1>
%select = select <16 x i1> %mask, <16 x i16> %passthru, <16 x i16> zeroinitializer
ret <16 x i16> %select
}

define void @mul256(<64 x i8>* %a, <64 x i8>* %b, <64 x i8>* %c) "min-legal-vector-width"="256" {
}
; CHECK-LABEL: mul256:
; CHECK:    # %bb.0:
; CHECK-NEXT:  vmovdqa (%rdi), %ymm0
; CHECK-NEXT:  vmovdqa 32(%rdi), %ymm1
; CHECK-NEXT:  vmovdqa (%rsi), %ymm2
; CHECK-NEXT:  vmovdqa 32(%rsi), %ymm3
; CHECK-NEXT:  vpunpckhbw {{.*#+}} ymm4 =
  ymm2[8],ymm0[8],ymm2[9],ymm0[9],ymm2[10],ymm0[10],ymm2[11],ymm0[11],ymm2[12],ymm0[12],ymm2[13 ],ymm0[13],ymm2[14],ymm0[14],ymm2[15],ymm0[15],ymm2[24],ymm0[24],ymm2[25],ymm0[25],ymm2[26],ymm0[26],ymm2[27],ymm0[27],ymm2[28],ymm0[28],ymm2[29],ymm0[29],ymm2[30],ymm0[30],ymm2[31],ymm0[31]
; CHECK-NEXT:  vpunpckhbw {{.*#+}} ymm5 =
  ymm0[8],ymm9,9,10,10,11,12,12,13,13,14,14,15,15,24,24,25,25,26,26,27,27,28,28,29,29,30,30,31,31
; CHECK-NEXT:  vpumullw %ymm4, %ymm5, %ymm4
; CHECK-NEXT:  vmovdqa {{.*#+}} ymm5 =
; CHECK-NEXT:  vpand %ymm5, %ymm4, %ymm4
; CHECK-NEXT:  vpunpcklbw {{.*#+}} ymm2 =
  ymm2[0],ymm0[0],ymm2[1],ymm0[1],ymm2[2],ymm0[2],ymm2[3],ymm0[3],ymm2[4],ymm0[4],ymm2[5],ymm0[5],ymm2[6],ymm0[6],ymm2[7],ymm0[7],ymm2[16],ymm0[16],ymm2[17],ymm0[17],ymm2[18],ymm0[18],ymm2[19],ymm0[19],ymm2[20],ymm0[20],ymm2[21],ymm0[21],ymm2[22],ymm0[22],ymm2[23],ymm0[23]
; CHECK-NEXT:  vpunpcklbw {{.*#+}} ymm0 =
  ymm0[0,1,1,2,2,3,3,4,4,5,5,6,6,6,6,7,7,16,17,17,18,18,19,19,20,20,21,21,22,22,23,23]
; CHECK-NEXT:  vpumullw %ymm2, %ymm0, %ymm0
; CHECK-NEXT:  vpand %ymm0, %ymm0, %ymm0
; CHECK-NEXT:  vpackuswb %ymm4, %ymm0, %ymm0
; CHECK-NEXT:  vpunpckhbw {{.*#+}} ymm4 =
  ymm3[8],ymm0[8],ymm3[9],ymm0[9],ymm3[10],ymm0[10],ymm3[11],ymm0[11],ymm3[12],ymm0[12],ymm3[13 ],ymm0[13],ymm3[14],ymm0[14],ymm3[15],ymm0[15],ymm3[24],ymm0[24],ymm3[25],ymm0[25],ymm3[26],ymm0[26],ymm3[27],ymm0[27],ymm3[28],ymm0[28],ymm3[29],ymm0[29],ymm3[30],ymm0[30],ymm3[31],ymm0[31]
; CHECK-NEXT:  vpunpckhbw {{.*#+}} ymm4 =
  ymm1[8],ymm0[8],ymm1[9],ymm0[9],ymm1[10],ymm0[10],ymm1[11],ymm0[11],ymm1[12],ymm0[12],ymm1[13 ],ymm0[13],ymm1[14],ymm0[14],ymm1[15],ymm0[15],ymm1[24],ymm0[24],ymm1[25],ymm0[25],ymm1[26],ymm0[26],ymm1[27],ymm0[27],ymm1[28],ymm0[28],ymm1[29],ymm0[29],ymm1[30],ymm0[30],ymm1[31],ymm0[31]
; CHECK-NEXT:  vpumullw %ymm2, %ymm4, %ymm2
; CHECK-NEXT:  vpand %ymm5, %ymm2, %ymm2
; CHECK-NEXT:  vpunpcklbw {{.*#+}} ymm3 =
  ymm3[0],ymm0[0],ymm3[1],ymm0[1],ymm3[2],ymm0[2],ymm3[3],ymm0[3],ymm3[4],ymm0[4],ymm3[5],ymm0[5],ymm3[6],ymm0[6],ymm3[7],ymm0[7],ymm3[16],ymm0[16],ymm3[17],ymm0[17],ymm3[18],ymm0[18],ymm3[19],ymm0[19],ymm3[20],ymm0[20],ymm3[21],ymm0[21],ymm3[22],ymm0[22],ymm3[23],ymm0[23]
; CHECK-NEXT:  vpunpcklbw {{.*#+}} ymm1 =
  ymm1[0],ymm0[0],ymm1[1],ymm0[1],ymm1[2],ymm0[2],ymm1[3],ymm0[3],ymm1[4],ymm0[4],ymm1[5],ymm0[5],ymm1[6],ymm0[6],ymm1[7],ymm0[7],ymm1[16],ymm0[16],ymm1[17],ymm0[17],ymm1[18],ymm0[18],ymm1[19],ymm0[19],ymm1[20],ymm0[20],ymm1[21],ymm0[21],ymm1[22],ymm0[22],ymm1[23],ymm0[23]
; CHECK-NEXT:  vpumullw %ymm3, %ymm1, %ymm1
; CHECK-NEXT:  vpand %ymm5, %ymm1, %ymm1
define void @mul512(<64 x i8>* %a, <64 x i8>* %b, <64 x i8>* %c) "min-legal-vector-width"="512" {
; CHECK-LABEL: mul512:
; CHECK:    # %bb.0:
; CHECK-NEXT: vpunpckhbw ({{.*#+}}) zmm2 =
; CHECK-NEXT: vpmullw %zmm2, %zmm2, %zmm2
; CHECK-NEXT: vpackuswb %zmm2, %zmm2, %zmm2
; CHECK-NEXT: vzeroupper
}

; CHECK-NEXT: vpackuswb %ymm2, %ymm1, %ymm0
; CHECK-NEXT: vmovdqa %ymm0, 32(%rdx)
; CHECK-NEXT: vmovdqa %ymm0, (%rdx)
; CHECK-NEXT: vzeroupper

%d = load <64 x i8>, <64 x i8>* %a
%e = load <64 x i8>, <64 x i8>* %b
%f = mul <64 x i8> %d, %e
store <64 x i8> %f, <64 x i8>* %c
ret void
; CHECK-NEXT: retq
%d = load <64 x i8>, <64 x i8>* %a
%e = load <64 x i8>, <64 x i8>* %b
%f = mul <64 x i8> %d, %e
store <64 x i8> %f, <64 x i8>* %c
ret void
}

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</tr>
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<tbody>
<tr>
<td>&lt;none yet&gt;</td>
<td>&lt;none yet&gt;</td>
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</table>

; NOTE: Assertions have been autogenerated by utils/update_analyze_test_checks.py
; RUN: opt < %s -cost-model-analyze -mtriple=x86_64-apple-macosx10.8.0 -mattr=+avx2 | FileCheck %s --check-prefixes=CHECK,VEC256,AVX
; RUN: opt < %s -cost-model-analyze -mtriple=x86_64-apple-macosx10.8.0 -mattr=+avx512vl,+avx512bw,+avx512dq,+prefer-256-bit | FileCheck %s --check-prefixes=CHECK,VEC256,SKX256
; RUN: opt < %s -cost-model-analyze -mtriple=x86_64-apple-macosx10.8.0 -mattr=+avx512vl,+avx512bw,+avx512dq,-prefer-256-bit | FileCheck %s --check-prefixes=CHECK,VEC512

```c
define void @zext256() "min-legal-vector-width"="256" {
  %vec256-label: 'zext256'
  %vec256-next: Cost Model: Found an estimated cost of 7 for instruction: %A = zext <8 x i16> undef to <8 x i64>
  %vec256-next: Cost Model: Found an estimated cost of 3 for instruction: %B = zext <8 x i32> undef to <8 x i64>
  %vec256-next: Cost Model: Found an estimated cost of 4 for instruction: %C = zext <16 x i8> undef to <16 x
```
define void @zext256() "min-legal-vector-width"="512" {  
    ; AVX-LABEL: 'zext256'
    ; AVX-NEXT: Cost Model: Found an estimated cost of 7 for instruction: %A = zext <8 x i16> undef to <8 x i64>
    ; AVX-NEXT: Cost Model: Found an estimated cost of 3 for instruction: %B = zext <8 x i32> undef to <8 x i64>
    ; AVX-NEXT: Cost Model: Found an estimated cost of 4 for instruction: %C = zext <16 x i8> undef to <16 x i32>
    ; AVX-NEXT: Cost Model: Found an estimated cost of 4 for instruction: %D = zext <16 x i16> undef to <16 x i32>
    ; AVX-NEXT: Cost Model: Found an estimated cost of 3 for instruction: %E = zext <32 x i8> undef to <32 x i16>
    ; AVX-NEXT: Cost Model: Found an estimated cost of 0 for instruction: ret void
    
    ; SKX256-LABEL: 'zext512'
    ; SKX256-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %A = zext <8 x i16> undef to <8 x i64>
    ; SKX256-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %B = zext <8 x i32> undef to <8 x i64>
    ; SKX256-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %C = zext <16 x i8> undef to <16 x i32>
    ; SKX256-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %D = zext <16 x i16> undef to <16 x i32>
    ; SKX256-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %E = zext <32 x i8> undef to <32 x i16>
    ; SKX256-NEXT: Cost Model: Found an estimated cost of 0 for instruction: ret void
}

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i16>
; SKX256-NEXT: Cost Model: Found an estimated cost of 0 for instruction: ret void
;
; VEC512-LABEL: 'zext512'
; VEC512-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %A = zext <8 x i16> undef to <8 x i64>
; VEC512-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %B = zext <8 x i32> undef to <8 x i64>
; VEC512-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %C = zext <16 x i8> undef to <16 x i32>
; VEC512-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %D = zext <16 x i16> undef to <16 x i32>
; VEC512-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %E = zext <32 x i8> undef to <32 x i16>
; VEC512-NEXT: Cost Model: Found an estimated cost of 0 for instruction: ret void
;
%A = zext <8 x i16> undef to <8 x i64>
%B = zext <8 x i32> undef to <8 x i64>
%C = zext <16 x i8> undef to <16 x i32>
%D = zext <16 x i16> undef to <16 x i32>
%E = zext <32 x i8> undef to <32 x i16>
ret void
}

define void @sext256() "min-legal-vector-width"="256" {
; VEC256-LABEL: 'sext256'
; VEC256-NEXT: Cost Model: Found an estimated cost of 7 for instruction: %A = sext <8 x i8> undef to <8 x i64>
; VEC256-NEXT: Cost Model: Found an estimated cost of 7 for instruction: %B = sext <8 x i16> undef to <8 x i64>
; VEC256-NEXT: Cost Model: Found an estimated cost of 3 for instruction: %C = sext <8 x i32> undef to <8 x i64>
; VEC256-NEXT: Cost Model: Found an estimated cost of 4 for instruction: %D = sext <16 x i8> undef to <16 x i32>
; VEC256-NEXT: Cost Model: Found an estimated cost of 4 for instruction: %E = sext <16 x i16> undef to <16 x i32>
; VEC256-NEXT: Cost Model: Found an estimated cost of 3 for instruction: %F = sext <32 x i8> undef to <32 x i16>
; VEC256-NEXT: Cost Model: Found an estimated cost of 0 for instruction: ret void
;
; VEC512-LABEL: 'sext256'
; VEC512-NEXT: Cost Model: Found an estimated cost of 24 for instruction: %A = sext <8 x i8> undef to <8 x i64>
; VEC512-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %B = sext <8 x i16> undef to <8 x i64>
; VEC512-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %C = sext <8 x i32> undef to <8 x i64>
; VEC512-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %D = sext <16 x i8> undef to <16 x i32>
define void @sext512() "min-legal-vector-width"="512" {
    ; AVX-LABEL: 'sext512'
    ; AVX-NEXT: Cost Model: Found an estimated cost of 7 for instruction: %A = sext <8 x i8> undef to <8 x i64>
    ; AVX-NEXT: Cost Model: Found an estimated cost of 7 for instruction: %B = sext <8 x i16> undef to <8 x i64>
    ; AVX-NEXT: Cost Model: Found an estimated cost of 3 for instruction: %C = sext <8 x i32> undef to <8 x i64>
    ; AVX-NEXT: Cost Model: Found an estimated cost of 4 for instruction: %D = sext <16 x i8> undef to <16 x i32>
    ; AVX-NEXT: Cost Model: Found an estimated cost of 4 for instruction: %E = sext <16 x i16> undef to <16 x i32>
    ; AVX-NEXT: Cost Model: Found an estimated cost of 3 for instruction: %F = sext <32 x i8> undef to <32 x i16>
    ; AVX-NEXT: Cost Model: Found an estimated cost of 0 for instruction: ret void
    
    ; SKX256-LABEL: 'sext512'
    ; SKX256-NEXT: Cost Model: Found an estimated cost of 24 for instruction: %A = sext <8 x i8> undef to <8 x i64>
    ; SKX256-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %B = sext <8 x i16> undef to <8 x i64>
    ; SKX256-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %C = sext <8 x i32> undef to <8 x i64>
    ; SKX256-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %D = sext <16 x i8> undef to <16 x i32>
    ; SKX256-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %E = sext <16 x i16> undef to <16 x i32>
    ; SKX256-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %F = sext <32 x i8> undef to <32 x i16>
    ; SKX256-NEXT: Cost Model: Found an estimated cost of 0 for instruction: ret void
    
    ; VEC512-LABEL: 'sext512'
    ; VEC512-NEXT: Cost Model: Found an estimated cost of 24 for instruction: %A = sext <8 x i8> undef to <8 x i64>
    ; VEC512-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %B = sext <8 x i16> undef to <8 x i64>
    ; VEC512-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %C = sext <8 x i32> undef to <8 x i64>
    ; VEC512-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %D = sext <16 x i8> undef to <16 x i32>
    ; VEC512-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %E = sext <16 x i16> undef to <16 x i32>
    ; VEC512-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %F = sext <32 x i8> undef to <32 x i16>
    ; VEC512-NEXT: Cost Model: Found an estimated cost of 0 for instruction: ret void
}
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*/

; RUN: llc -march=hexagon < %s
; REQUIRES: asserts

; The two loads based on %struct.0, loading two different data types
; cause LSR to assume type "void" for the memory type. This would then
; cause an assert in isLegalAddressingMode. Make sure we no longer crash.

target triple = "hexagon"

%struct.0 = type { i8*, i8, %union.anon.0 }
%union.anon.0 = type { i8* }

define hidden fastcc void @fred() unnamed_addr #0 {
entry:
  br i1 undef, label %while.end, label %while.body.lr.ph
while.body.lr.ph:
  ; preds = %entry
  br label %while.body

while.body:
  ; preds = %exit.2, %while.body.lr.ph
  %lsr.iv = phi %struct.0* [ %cgep22, %exit.2 ], [ undef, %while.body.lr.ph ]
switch i32 undef, label %exit [
  i32 1, label %sw.bb.i
  i32 2, label %sw.bb3.i
]

sw.bb.i:
  ; preds = %while.body
unreachable

sw.bb3.i: ; preds = %while.body
unreachable

exit: ; preds = %while.body
switch i32 undef, label %exit.2 [
  i32 1, label %sw.bb.i17
  i32 2, label %sw.bb3.i20
]

sw.bb.i17: ; preds = %exit
%0 = bitcast %struct.0* %lsr.iv to i32*
%1 = load i32, i32* %0, align 4
unreachable

sw.bb3.i20: ; preds = %exit
%2 = bitcast %struct.0* %lsr.iv to i8**
%3 = load i8*, i8** %2, align 4
unreachable

exit.2: ; preds = %exit
%cgep22 = getelementptr %struct.0, %struct.0* %lsr.iv, i32 1
br label %while.body

while.end: ; preds = %entry
ret void
}

attributes #0 = { nounwind optsize "target-cpu"="hexagonv55" }
; RUN: llc -mtriple=aarch64-apple-ios %s -o - | FileCheck %s

define <16 x double> @test_sitofp_fixed(<16 x i32> %in) {
; CHECK-LABEL: test_sitofp_fixed:

; First, extend each i32 to i64
; CHECK-DAG: sshll2.2d [[BLOCK0_HI:v[0-9]+]], v0, #0
; CHECK-DAG: sshll2.2d [[BLOCK1_HI:v[0-9]+]], v1, #0
; CHECK-DAG: sshll2.2d [[BLOCK2_HI:v[0-9]+]], v2, #0
; CHECK-DAG: sshll2.2d [[BLOCK3_HI:v[0-9]+]], v3, #0
; CHECK-DAG: sshll.2d [[BLOCK0_LO:v[0-9]+]], v0, #0
; CHECK-DAG: sshll.2d [[BLOCK1_LO:v[0-9]+]], v1, #0
; CHECK-DAG: sshll.2d [[BLOCK2_LO:v[0-9]+]], v2, #0
; CHECK-DAG: sshll.2d [[BLOCK3_LO:v[0-9]+]], v3, #0

; Next, convert each to double.
; CHECK-DAG: scvtf.2d v0, [[BLOCK0_LO]]
; CHECK-DAG: scvtf.2d v1, [[BLOCK0_HI]]
; CHECK-DAG: scvtf.2d v2, [[BLOCK1_LO]]
; CHECK-DAG: scvtf.2d v3, [[BLOCK1_HI]]
; CHECK-DAG: scvtf.2d v4, [[BLOCK2_LO]]
; CHECK-DAG: scvtf.2d v5, [[BLOCK2_HI]]
; CHECK-DAG: scvtf.2d v6, [[BLOCK3_LO]]
; CHECK-DAG: scvtf.2d v7, [[BLOCK3_HI]]

; CHECK: ret
%flt = sitofp <16 x i32> %in to <16 x double>
%res = fdiv <16 x double> %flt, <double 64.0, double 64.0, double 64.0, double 64.0, double 64.0, double 64.0,
double 64.0, double 64.0, double 64.0, double 64.0, double 64.0, double 64.0, double 64.0, double 64.0,
double 64.0, double 64.0> ret <16 x double> %res

; This one is small enough to satisfy isSimple, but still illegally large.
define <4 x double> @test_sitofp_fixed_shortish(<4 x i64> %in) {
; CHECK-LABEL: test_sitofp_fixed_shortish:

; CHECK-DAG: scvtf.2d v0, v0
; CHECK-DAG: scvtf.2d v1, v1

; CHECK: ret
%flt = sitofp <4 x i64> %in to <4 x double>
%res = fdiv <4 x double> %flt, <double 64.0, double 64.0, double 64.0, double 64.0> ret <4 x double> %res

; RUN: opt %s -inline -S | FileCheck %s

define internal void @innerSmall() "min-legal-vector-width"="128" {
  ret void
}
define internal void @innerLarge() "min-legal-vector-width"="512" {
  ret void
}
define internal void @innerNoAttribute() {
  ret void
}

; We should not add an attribute during inlining. No attribute means unknown.
; Inlining doesn't change the fact that we don't know anything about this
; function.
define void @outerNoAttribute() {
call void @innerLarge()
  ret void
}
define void @outerConflictingAttributeSmall() "min-legal-vector-width"="128" {
  call void @innerLarge()
  ret void
}

define void @outerConflictingAttributeLarge() "min-legal-vector-width"="512" {
  call void @innerSmall()
  ret void
}

; We should remove the attribute after inlining since the callee’s
; vector width requirements are unknown.
define void @outerAttribute() "min-legal-vector-width"="128" {
  call void @innerNoAttribute()
  ret void
}

; CHECK: define void @outerNoAttribute()
; CHECK: define void @outerConflictingAttributeSmall() #0
; CHECK: define void @outerConflictingAttributeLarge() #0
; CHECK: define void @outerAttribute() {
; CHECK: attributes #0 = { "min-legal-vector-width"="512" }
; RUN: opt -consthoist -S -o - %s | FileCheck %s
target triple = "thumbv6m-none--musleabi"

; Check that for i8 type, the maximum legal offset is 31.
; Also check that an constant used as value to be stored rather than
; pointer in a store instruction is hoisted.
; CHECK: foo_i8
; CHECK-DAG:  %[[C1:const[0-9]?]] = bitcast i32 805874720 to i32
; CHECK-DAG:  %[[C2:const[0-9]?]] = bitcast i32 805874688 to i32
; CHECK-DAG:  %[[C3:const[0-9]?]] = bitcast i32 805873720 to i32
; CHECK-DAG:  %[[C4:const[0-9]?]] = bitcast i32 805873688 to i32
; CHECK:  %0 = inttoptr i32 %[[C2]] to i8*
; CHECK-NEXT:  %1 = load volatile i8, i8* %0
; CHECK-NEXT:  %[[M1:const_mat[0-9]??]] = add i32 %[[C2]], 4
; CHECK-NEXT:  %2 = inttoptr i32 %[[M1]] to i8*
; CHECK-NEXT:  %3 = load volatile i8, i8* %2
; CHECK-NEXT:  %[[M2:const_mat[0-9]??]] = add i32 %[[C2]], 31
; CHECK-NEXT:  %4 = inttoptr i32 %[[M2]] to i8*
; CHECK-NEXT:  %5 = load volatile i8, i8* %4
; CHECK-NEXT:  %6 = inttoptr i32 %[[C1]] to i8*
; CHECK-NEXT:  %7 = load volatile i8, i8* %6
; CHECK-NEXT:  %[[M3:const_mat[0-9]??]] = add i32 %[[C1]], 7
; CHECK-NEXT:  %8 = inttoptr i32 %[[M3]] to i8*
; CHECK-NEXT:  %9 = load volatile i8, i8* %8
; CHECK-NEXT:  %10 = inttoptr i32 %[[C4]] to i8*
; CHECK-NEXT:  store i8 %9, i8* %10
; CHECK-NEXT:  %[[M4:const_mat[0-9]?]] = add i32 %[[C4]], 31
; CHECK-NEXT:  %11 = inttoptr i32 %[[M4]] to i8*
; CHECK-NEXT:  store i8 %7, i8* %11
; CHECK-NEXT:  %12 = inttoptr i32 %[[C3]] to i8*
; CHECK-NEXT:  store i8 %5, i8* %12
; CHECK-NEXT:  %[[M5:const_mat[0-9]?]] = add i32 %[[C3]], 7
; CHECK-NEXT:  %13 = inttoptr i32 %[[M5]] to i8*
; CHECK-NEXT:  store i8 %3, i8* %13
; CHECK-NEXT:  %[[M6:const_mat[0-9]?]] = add i32 %[[C1]], 80
; CHECK-NEXT:  %14 = inttoptr i32 %[[M6]] to i8*
; CHECK-NEXT:  store i8* %14, i8** @goo

@goo = global i8* undef

define void @foo_i8() {
entry:
%0 = load volatile i8, i8* inttoptr (i32 805874688 to i8*)
%1 = load volatile i8, i8* inttoptr (i32 805874692 to i8*)
%2 = load volatile i8, i8* inttoptr (i32 805874719 to i8*)
%3 = load volatile i8, i8* inttoptr (i32 805874720 to i8*)
%4 = load volatile i8, i8* inttoptr (i32 805874727 to i8*)
store i8 %4, i8* inttoptr(i32 805873688 to i8*)
store i8 %3, i8* inttoptr(i32 805873719 to i8*)
store i8 %2, i8* inttoptr(i32 805873720 to i8*)
store i8 %1, i8* inttoptr(i32 805873727 to i8*)
store i8* inttoptr(i32 805874800 to i8*), i8** @goo
ret void
}

; Check that for i16 type, the maximum legal offset is 62.
; CHECK: foo_i16
; CHECK-DAG: %[[C1:const[0-9]?]] = bitcast i32 805874752 to i32
; CHECK-DAG: %[[C2:const[0-9]?]] = bitcast i32 805874688 to i32
; CHECK: %0 = inttoptr i32 %[[C2]] to i16*
; CHECK-NEXT: %1 = load volatile i16, i16* inttoptr %0, align 2
; CHECK-NEXT: %[[M1:const_mat[0-9]?]] = add i32 %[[C2]], 4
; CHECK-NEXT: %2 = inttoptr i32 %[[M1]] to i16*
; CHECK-NEXT: %3 = load volatile i16, i16* %2, align 2
; CHECK-NEXT: %[[M2:const_mat[0-9]?]] = add i32 %[[C2]], 32
; CHECK-NEXT: %4 = inttoptr i32 %[[M2]] to i16*
; CHECK-NEXT: %5 = load volatile i16, i16* %4, align 2
; CHECK-NEXT: %[[M3:const_mat[0-9]?]] = add i32 %[[C2]], 62
; CHECK-NEXT: %6 = inttoptr i32 %[[M3]] to i16*
; CHECK-NEXT: %7 = load volatile i16, i16* %6, align 2
; CHECK-NEXT: %8 = inttoptr i32 %[[C1]] to i16*
; CHECK-NEXT: %9 = load volatile i16, i16* %8, align 2
; CHECK-NEXT: %[[M4:const_mat[0-9]?]] = add i32 %[[C1]], 22
; CHECK-NEXT: %10 = inttoptr i32 %[[M4]] to i16*
; CHECK-NEXT: %11 = load volatile i16, i16* %10, align 2

define void @foo_i16() {
  entry:
  %0 = load volatile i16, i16* inttoptr (i32 805874688 to i16*), align 2
  %1 = load volatile i16, i16* inttoptr (i32 805874692 to i16*), align 2
  %2 = load volatile i16, i16* inttoptr (i32 805874720 to i16*), align 2
  %3 = load volatile i16, i16* inttoptr (i32 805874750 to i16*), align 2
  %4 = load volatile i16, i16* inttoptr (i32 805874752 to i16*), align 2
  %5 = load volatile i16, i16* inttoptr (i32 805874774 to i16*), align 2
  ret void
}

; Check that for i32 type, the maximum legal offset is 124.
; CHECK: foo_i32
; CHECK-DAG:  %[[C1:const[0-9]??]] = bitcast i32 805874816 to i32
; CHECK-DAG:  %[[C2:const[0-9]??]] = bitcast i32 805874688 to i32
; CHECK:  %0 = inttoptr i32 %[[C2]] to i32*
; CHECK-NEXT: %1 = load volatile i32, i32* %0, align 4
; CHECK-NEXT: %[[M1:const_mat[0-9]?]] = add i32 %[[C2]], 4
; CHECK-NEXT: %2 = inttoptr i32 %[[M1]] to i32*
; CHECK-NEXT: %3 = load volatile i32, i32* %2, align 4
; CHECK-NEXT: %[[M2:const_mat[0-9]?]] = add i32 %[[C2]], 124
; CHECK-NEXT: %4 = inttoptr i32 %[[M2]] to i32*
; CHECK-NEXT: %5 = load volatile i32, i32* %4, align 4
; CHECK-NEXT: %6 = inttoptr i32 %[[C1]] to i32*
; CHECK-NEXT: %7 = load volatile i32, i32* %6, align 4
; CHECK-NEXT: %[[M3:const_mat[0-9]?]] = add i32 %[[C1]], 8
; CHECK-NEXT: %8 = inttoptr i32 %[[M3]] to i32*
; CHECK-NEXT: %9 = load volatile i32, i32* %8, align 4
; CHECK-NEXT: %[[M4:const_mat[0-9]?]] = add i32 %[[C1]], 12
; CHECK-NEXT: %10 = inttoptr i32 %[[M4]] to i32*
; CHECK-NEXT: %11 = load volatile i32, i32* %10, align 4

define void @foo_i32() {
  entry:
  %0 = load volatile i32, i32* inttoptr (i32 805874688 to i32*), align 4
  %1 = load volatile i32, i32* inttoptr (i32 805874692 to i32*), align 4
  %2 = load volatile i32, i32* inttoptr (i32 805874812 to i32*), align 4
  %3 = load volatile i32, i32* inttoptr (i32 805874816 to i32*), align 4
  %4 = load volatile i32, i32* inttoptr (i32 805874824 to i32*), align 4
  %5 = load volatile i32, i32* inttoptr (i32 805874828 to i32*), align 4
  ret void
}

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<td>llvm/utils/unittest/googletest</td>
</tr>
<tr>
<td>OpenBSD regex</td>
<td>llvm/lib/Support/{reg*, COPYRIGHT.regex}</td>
</tr>
<tr>
<td>pyyaml tests</td>
<td>llvm/lib/YAMLParser/{*.data, LICENSE.TXT}</td>
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<td>llvm/lib/Support/MD5.cpp llvm/include/llvm/Support/MD5.h</td>
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</table>

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define fp128 @TestSelect(fp128 %a, fp128 %b) {
  %cmp = fcmp ogt fp128 %a, %b
  %sub = fsub fp128 %a, %b
  %res = select i1 %cmp, fp128 %sub, fp128 0xL00000000000000000000000000000000
  ret fp128 %res
}

; CHECK-LABEL: TestSelect:
; CHECK movaps 16(%rsp), %xmm1
; CHECK-NEXT callq __subtf3
; CHECK-NEXT testl %ebx, %ebx
; CHECK-NEXT jg .LBB0_2
; CHECK-NEXT # %bb.1:
; CHECK-NEXT movaps .LCPI0_0(%rip), %xmm0
; CHECK-NEXT .LBB0_2:
; CHECK-NEXT addq $32, %rsp
; CHECK-NEXT popq %rbx
; CHECK-NEXT retq
}
define fp128 @TestFabs(fp128 %a) {
    %res = call fp128 @llvm.fabs.f128(fp128 %a)
    ret fp128 %res
}

define fp128 @TestCopysign(fp128 %a, fp128 %b) {
    %res = call fp128 @llvm.copysign.f128(fp128 %a, fp128 %b)
    ret fp128 %res
}

define fp128 @TestFneg(fp128 %a) {
    %mul = fmul fp128 %a, %a
    %res = fsub fp128 0xL00000000000000008000000000000000, %mul
    ret fp128 %res
}

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